

| ID | Name | Category | Site | Link | Author | Date | Description |
|-----------|----------------------------------|-----------------|-------------|-------------|-------------------|-------------|--|
| 12620 | Skullcrusher Skin | Resources | MMH | 55-8086 | Dekkon & Nomad_17 | 2002-06-18 | |
| 12619 | Free Model Set #2 | Resources | MMH | 55-8340 | coodiak | 2002-08-13 | A model of a carrying bag slung over the right shoulder. Uses up the right pauldron armor space. More for effect and NPC appearance. |
| 12618 | Missing Wall Piece | Resources | MMH | 55-8527 | Beardo | 2002-11-15 | Here is a missing static wall piece NIF(common stone theme) uses stock tex Install instructions and full credit in readme |
| 12617 | TF_7 New Tapestries | Resources | MMH | 55-8542 | TextureFreak | 2002-11-18 | This one adds 7 new textures for the common tapestries. They are more classic this time. I hope you like it. |
| 12616 | Bloodpool | Resources | MMH | 55-8786 | Lord Gabryael | 2003-04-07 | Simply retextures the muck pond into a blood pool, so that you can make ponds, pools, and even waterfalls of dark red blood. The models are NOT used in a mod, but are here to be used by others. |
| 12615 | Sylvan Houses | Resources | MMH | 55-8079 | Soulshade | 2003-08-08 | This is a set of 5 Sylvan house models, complete with interiors. The sizes range from a small hut to a large manor. |
| 12614 | TF_Fireplace Replacer | Resources | MMH | 55-7797 | TextureFreak | 2003-09-22 | This mod replaces most of the in nord_fireplaces with four retextured versions. You can find these retextured version in Caldera, Dagon Fel, Pelagiad and Seyda Neen. I will update this mod in the future and fix all standard MW houses that do have chimneys but mysteriously don't have a fireplace i... |
| 12613 | Dracus' Mortar & Pestle Model | Resources | MMH | 55-7833 | Dracus Dragani | 2003-09-29 | Included here is an original mortar and pestle model for use in mods along with an icon file for use as an item. If you want to see what it looks like then go to my website: Morrowind Dimensions http://phobos.ramapo.edu/~fzazulka/misc.htm |
| 12612 | Dracus' Tree Model Pack | Resources | MMH | 55-7830 | Dracus Dragani | 2003-09-29 | Included here are 3 original tree models for use in mods - all one style of tree with 3 variations. These trees were originally made for a tree replace mod that I was working on but it never got finished, so these are the models that I have left from it. If you want to... |
| 12611 | Dracus' Umbrella Model Pack | Resources | MMH | 55-7822 | Dracus Dragani | 2003-09-29 | Included here are 4 umbrella models with 2 styles...a common style and a beach style umbrella. Each style has both an open and a folded umbrella model I originally created these models for a mod that made NPCs equip an umbrella when it rains, doing this by making the op... |
| 12610 | Retextured Halberd | Resources | MMH | 55-7909 | Cid88 | 2003-10-15 | A modders resource to be used in any mod, as long as you give me credit. A nicely retextured halberd. |
| 12609 | Retextured Warhammer | Resources | MMH | 55-7908 | Cid88 | 2003-10-15 | Just a retextured warhammer for a modder's use. You can use it in your mod, as long as you give me credit. |
| 12608 | Oriental Blade and Saber | Resources | MMH | 55-7902 | Cid88 | 2003-10-15 | Two retextured weapons, an Oriental Blade, and a duel saber intended for modders only. You can use it in a mod and publish it, as long as you give me credit. |
| 12607 | Ceremonial Blade Texture | Resources | MMH | 55-7896 | Cid88 | 2003-10-15 | Simply a retextured weapon with very nice details. Can be used as a sword or a dagger, depending on the modder's choice. Note: This is a modder's resource, not a mod. You'll have to insert it into a mod yourself. You can use it in any mod, as long as you gi... |
| 12606 | TF_Sand Land Textures | Resources | MMH | 55-9341 | TextureFreak | 2004-03-14 | I've had these 6 sand land textures sitting on my harddisk for way too long so now I finally found the time to edit them and make them ready for departure. The textures are 256 x 256 in size and I edited them a long time ago when I had a much slower system so they are somewhat l... |
| 12605 | Tolkar Dai-katana | Resources | MMH | 55-9411 | Tolkar | 2004-03-29 | New retextured Dai-katana, it's in the vicinity of Wayn at Balmora Fighters Guild. This is one of my first plugins, enjoy. This plugin can be used by any modders in their mod, just give me credit. |
| 12604 | TF_Velothi Tileset update | Resources | MMH | 55-7589 | TextureFreak | 2004-05-30 | This little update replaces the texture TF_wall_V01.dds from the TF_velothi_tileset mod (01) with a better tiling texture. Texture has been improved by Kiriell. For more info please read the readme file included with the update. |
| 12603 | The Imperial Meshes Pack | Resources | MMH | 55-9599 | Alcar | 2004-07-07 | Here are some meshes in imperial style. This pack adds 51 new meshes for imperial castles like a drawbridge(with script and lever), interior and exterior windows, interior stair, exterior illuminated windows and some other interesting meshes. There are some examples in ... |
| 12602 | Cultist Resource Pack | Resources | MMH | 55-7720 | Astion | 2004-07-11 | This is a simple package that contains my first retextures for Morrowind. 1 Retextured Morag Tong robe (Black, silver and blue jewels) 1 Retextured Daedric Crescent (Darker blade, red silhouette symbol on hilt 1 Retextured Templar Pauldron mes... |
| 12601 | The Daedric Statue Replacer Pack | Resources | MMH | 55-9642 | Astion | 2004-08-01 | This plugin will replace the meshes and textures of all the Daedric statues in the game. In addition, the eyes of the "Talker" statues are now glowmapped with unique colours for that eerie sense of supernatural presence. There are three different styles of statue: Gold... |
| 12600 | NPC Spelling List | Resources | MMH | 55-9678 | Vysion | 2004-08-22 | This mod is my first - and it is not even a mod. Instead it is a spelling list I culled from a file sent to me by Om on the elderscrolls.com forums. Of course, the text itself is from Bethesda. All I did was take the NPC master list and shrink it down to hav... |
| 12599 | Flora additions v1.01 | Resources | MMH | 55-9760 | Greybeard | 2004-09-05 | There is not enough beauty in Morrowind! At least not enough for modders, eh? Well, to help to alleviate that problem, I've added variations of a number of Bethesda's plants. Where there was one variation each of flora_plant_01 ..._04, there are now 5 or six. There are also quite a few variation... |
| 12598 | Crom's Blade | Resources | MMH | 55-9833 | Schwaa | 2004-09-29 | I made this sword for a Thief mission I made, and thought others might like it as well. Please see readme for install how-to, as it is a modder's resource, not in the game at present and needs to be added to the CS |
| 12597 | Wooden Armor Mannequins Resource | Resources | MMH | 55-7907 | ReflectionN | 2004-12-06 | Every now and then a question comes up on the Elderscrolls Forums about wooden armor mannequins and how to make them. I've created this little resource mod to enable people to make their own wooden armor mannequins. This mod is just a modder's resource. It contains no esp fi... |
| 12596 | Simple Mannequins v1.3 | Resources | MMH | 55-8114 | Bell-chan | 2005-02-01 | This plugin adds placeable mannequins for use in your own mods. There are male and female mannequins for each race and a practice dummy. The mannequins can be found under the NPCs with the IDs "bc_mannequin_[race]_[gender]" and the inventory items are under the Misc Items with IDs... |
| 12595 | Coil of Rope | Resources | MMH | 55-9562 | Stabby_the_Clown | 2005-02-06 | It doesn't do anything. It adds a miscellaneous item, a pickable coil of rope to the game. It has no purpose. It is a resource for modders only. |
| 12594 | Realistic Grass | Resources | MMH | 55-9747 | Geonox | 2005-03-29 | This is the animated and static version of the grass models. The grass will move ingame however tga/transparat textures and animated textures will slow the game down. If you have trouble viewing Balmora I suggest you use the non animated [static] version. This is a modders re... |
| 12593 | Creepy Voices | Resources | MMH | 55-7591 | Moosa | 2005-03-29 | It's just some new sounds I recorded them with my voice for modders to use to add some new sounds to creatures they create or for the others. Has 4 folders and every one has three sounds similar to each other. 1 of them looks like a skeleton or an ancestral ghost. |

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| 12592 | Transparency Test | Resources | MMH | 55-9401 | RX31 | 2005-04-21 | I created this mod to demonstrate the many transparency settings which are available for the Tes Shader, Transparency Modes, Advanced in the TesExporter. I've made this pretty much for my own purpose to find just the right transparency. Morrowind is all that is required... |
| 12591 | Dwemer Vertical Shaft Meshes | Resources | MMH | 55-9162 | pianomanDylan | 2005-05-01 | Dwemer style meshes, meant for vertical movement. (hence the name vertical shaft). Very small files, includes shaft, shaft extrude, top, endcap, platform, and every combination of exit style for the extrude (1, 2A, 2L, 3, 4). Total of 10 meshes |
| 12590 | Smighter | Resources | MMH | 55-9008 | Ivan Arnochik | 2005-05-16 | The mod contains 5 files: 4 textures "*.bmp" and one "*.nif" file called "Smighter". There is nothing special about the file, simply model and textures for a new weapon. |
| 12589 | The Arched tile set | Resources | MMH | 55-8659 | Oom Fooyat | 2005-05-19 | This is a basic indoor tile set with tiles for hallways and ?single hight? rooms. The set is based on arched ceilings and smooth walls with a border. This releas is a set of nif-files only. |
| 12588 | Dwemer Platform Pack | Resources | MMH | 55-8432 | pianomanDylan | 2005-05-19 | All dwemer textures, there are 6 meshes: 512 platform, 256 platform.beam, 512 beam, a beam clamp, and a pipe-column. They are all highly compatible with each other, and I had fun playing with them when I finished. And like the last meshes I made, the file is so small it would b... |
| 12587 | Rays of Light | Resources | MMH | 55-8307 | Qarl | 2005-05-22 | new meshes for modders. 3 styles of 5 colors of light rays. Glow-mapped. No collision. Not placed in game. |
| 12586 | Silver Katana | Resources | MMH | 55-9302 | VagabondAngel | 2005-05-28 | This is primarily intended as a resource but includes the .esp I use for my own game, which adds the new mesh (Hissyso mesh with more traditional tsuka) as a Silver Katana to levelled lists. One is also for sale at Alusaron's - one of the smith's in Vivec Foreign Quarter. |
| 12585 | Pearl Light Resource | Resources | MMH | 55-9888 | Redguard_Slayer | 2005-06-02 | This is a Modders Resource, meaning that it can be used in whatever way you wish, place it in you mod, retexture it, whatever. All I ask is that you give me credit for the mesh if you release your work. The Pearl is glowmapped, and has been positioned so that it can be ... |
| 12584 | Sword and Sheath | Resources | MMH | 55-9739 | E1team | 2005-06-13 | This is another version of the sheath and sword I meshed recently. Only now I have added a serpent blade and made some retexturing. This plugin includes meshes of a sheath and a sword. I made an esp file but it doesn't add the sheath and sword to the game it's m... |
| 12583 | Archer Tapestries | Resources | MMH | 55-9979 | Craigor | 2005-06-27 | Only textures included in this. Textures are 256x512 and should work with your standard tapestry mesh or any other vertical hanging meshes. Feel free to use these textures in any mod you wish. If you do use them in a released mod, just add me to your credits or something. Enjoy! |
| 12582 | Legato's Akaviri Resource Pack | Resources | MMH | 55-9969 | Legato | 2005-07-01 | |
| 12581 | Sword of Kahless v1.0 | Resources | MMH | 55-9768 | Jerothac | 2005-07-02 | This mod adds the Sword of Kahless to the construction set. I did not make this mod, and if Katana3DG shows back up, then I will take it down. A really excellent version of the Bat'leth from 'Star Trek' |
| 12580 | All stronghold non-equipping transport ring | Resources | MMH | 55-10055 | Torch654 | 2005-07-13 | After you get your stronghold started go to the shabby bedroll in the census office in Seyda Neen. The ring will be in the small chest over the bedroll. When equipped a message box asks which stronghold you want to go to, when you pick one the ring go's back in your inventory wi... |
| 12579 | Clothing Change | Resources | MMH | 55-9940 | Geofizz | 2005-07-25 | A modders resource consisting of several scripts allowing an NPCs or mannequins clothes/armor to be changed on the fly by a player in game. |
| 12578 | Katana3DG's Fang of Baelin | Resources | MMH | 55-9619 | Jerothac | 2005-07-29 | The Fang of Baelin is another creation of Master Weaponsmith Kit Rae. I have altered the design slightly to make it look more useful in the game. Note: I have not yet figured out how to link a different animation to the use of this weapon, so the standard a... |
| 12577 | Psychedelic Mushrooms v1.0 | Resources | MMH | 55-9640 | Qarl | 2005-08-09 | sizes of 3 different mushroom shapes for a total of 9 meshes. They're alpha channel enable (translucent) and glow mapped (glowy). |
| 12576 | TF_Bead Curtains | Resources | MMH | 55-10076 | TextureFreak | 2005-08-11 | This small modders resource includes 3 different bead curtain styles. Each of these 3 styles have 2 different models. There is one style fit for the bigger halls, one for the common doorway and one for the common windows. The models have no collision detection meaning t... |
| 12575 | Daedric Scimitar | Resources | MMH | 55-10120 | JediKnight | 2005-08-31 | The mod adds the Daedric Scimitar to the usual Dremora Lord and Golden Saint leveled item lists. The weapon is unenchanted, but there is also an enchanted one you can find near one of Malacaths statues. This is a noncheat mod; my first fully-functional, actually. It oughtta fill your... |
| 12574 | Blank Level List | Resources | MMH | 55-10133 | TrevorDemented | 2005-09-21 | This is a set of ESPs that have blank level lists or level list that are set for creatures or NPCs to spawn at a certain level. The totally blank level list spawn at level zero and in the ESPs name you tell what level setting is for spawning enemies. This is the b... |
| 12573 | Imperial Style Museum Displays | Resources | MMH | 55-10140 | Heremod Production | 2005-09-25 | This is not a mod, only a modders resource. This adds new textures for two static objects in Tribunal add-on: Furn_museum_display_01 and - Furn_museum_display_02, located in cell Mournhold, Museum of Artifacts. Textures are designed to be used w... |
| 12572 | Clothing mesh collection for BB\ Male coat add-on | Resources | MMH | 55-10153 | NioLiv | 2005-09-27 | This is an add-on for my previously released clothing mesh collection for Better Bodies. The pack contains two variations of a plain coat and a shirt in the same style, which can be worn underneath the coats. All meshes are suited for male characters only. All models co... |
| 12571 | Stone Animal Statues | Resources | MMH | 55-10158 | dongle | 2005-09-28 | Three of the Bloodmoon animals ? Bear, Boar, and Wolf ? re-realized as stone statues. Nice decorations for any rustic home. The wolf is available in three poses. This is a pack of models only, no playable mod is included. |
| 12570 | Printing Press | Resources | MMH | 55-10152 | dongle | 2005-09-28 | An antique style letterpress. Mass-produced books are found all over Morrowind, even a newspaper publisher in Mournhold, yet you never see a printing press? No more. This is a model only, no playable mod is included |
| 12569 | Druids Staff | Resources | MMH | 55-10148 | dongle | 2005-09-28 | A mystical staff. Partly natural growth, partly formed by magics. Only the most powerful of Druids could hope to wield one. Some of the staffs have been empowered with growing leaves, some with tree-pods, look closely and one can behold the life force pulsing within... |
| 12568 | Chinese Junk | Resources | MMH | 55-10104 | dongle | 2005-09-28 | A basic model of a Chinese Junk sailing ship. One exterior, and one interior, model are included. Lower polygon count than my Galeon model, but not as detailed. This is a pack of models only, no playable mod is included. |
| 12567 | Canopy Bed | Resources | MMH | 55-10097 | dongle | 2005-09-28 | A luxurious swirlwood bed, with a fine white lace canopy. Suitable for the finest bedrooms in Vvardenfell. This is a model only, no playable mod is included. |
| 12566 | MWEdit Template Data Maker | Resources | MMH | 55-10215 | Malic | 2005-11-07 | This program was designed for one purpose: to convert the tab delimited files output by The Elder Scrolls Construction Set(TECS) into comma separated value (CSV) files that can be used by MWEdits Script Template feature. Excell or some other spreadsheet software will p... |

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| 12565 | The Skinky sharpshooters Dark elf Head | Resources | MMH | 55-10260 | The Skinky Sharpshooter | 2005-11-14 | This is a modders resource. It has a dark elf head mesh and texture. This is just one of my experiments with NIFtexture. |
| 12564 | Beastbane v1.1 aka Narcatas' Maces | Resources | MMH | 55-10164 | Narcatas | 2005-11-14 | This mod contains two spiked clubs. The IDs in the editor are Narcatas_Mace_1 and Narcatas_Mace_2. If you want to use this mod in-game, open your console, mark your character and type: additem Narcatas_Mace_1 1 Enjoy! |
| 12563 | Clocktower v1.1 | Resources | MMH | 55-10241 | Charon the Hand | 2005-11-18 | This mod contains an analog clock that tells in-game time. Set up in a new cell called clocktower for modders, or if you want to see it in game, there is another clock on top of Vivecs Palace. 1.1 A bit better scripting, fixed a time reset bug when you sleep/rest past midnight in the cell with the... |
| 12562 | Cypherous Weapons !beta! | Resources | MMH | 55-10254 | Booshanto | 2005-11-28 | This is a mod that adds some nicely retextured weapons and a weapons merchant in Seyda Neen, they are not really balanced well, so you will have to judge me on that one. |
| 12561 | Vixen Vega's Arched Tileset | Resources | MMH | 55-10274 | Vixen Vega | 2005-12-13 | This is a re-texture of Clavis's Arched Tileset #4 originally modeled by Oom Fooyat. |
| 12560 | Hoss' Armor Display Case | Resources | MMH | 55-10297 | Hoss | 2005-12-18 | One display case, consisting of two parts: Glass and Case. Made with swirlwood texture and my glass texture. You are free to use it in your mods. The way I used them (might be a better way, i guess...): Put both parts as static and arranged them together... |
| 12559 | MJY Robot Companions | Resources | MMH | 55-10296 | Mighty Joe Young | 2005-12-18 | This mod contains robots and some slaves of Morrowind. There is a "book" that tells the story, also how much they cost (2000 g each). The meshes: some are from my Seaquest mod, but some are modified also. New ones have been added, new textures for some. You can get... |
| 12558 | Winter Wonderland Resource Pack | Resources | MMH | 55-10293 | Geonox | 2005-12-18 | This mod only adds snow in three different areas; Ald-ruhn, Balmora, and Ebonheart This mod is basically a resource pack to add snow in Morrowind for those who don't have Bloodmoon. Merry Christmas! |
| 12557 | Vixen Vega's Plain Tileset | Resources | MMH | 55-10301 | Vixen Vega | 2005-12-20 | Two simple retextures of the common plain tileset. |
| 12556 | Exterior Hlaalu Tile Set for TES3 - Houses v1.01 | Resources | MMH | 55-10305 | Oom Fooyat | 2005-12-21 | This is a modular tile set that mimics the exterior Hlaalu architecture and is primarily a modders resource. The main purpose of the set is to make it possible to recreate Hlaalu houses in TES4, but it has showed itself quite useful in TES3 too. The release contains 105 new objects i... |
| 12555 | Modder's Font Pack | Resources | MMH | 55-10309 | Tarnsman | 2005-12-23 | A collection of freeware fonts offered as modding resource, and as a way to distribute the Olde English font which is used in the Empirical Morrowind webpage [http://www.mwmythicmods.com/realism.html]. There is a total of 53 fonts in this pack including the Oblivon fonts for Mo... |
| 12554 | Glass Weapons Pack | Resources | MMH | 55-10339 | Sypron | 2006-01-11 | Three new Glass weapon meshes retextured from old ones. includes mace, longbow and wakazashi. no esp file included. |
| 12553 | Raven Scimitar | Resources | MMH | 55-10344 | TIMorrowind Modding Team | 2006-01-12 | The sword itself is not in game, but it is in esp file, meaning you will have to use the additem command to add the sword. There is also a ring that goes with the sword. Same deal with the ring, you need to add the ring and sword to your inventory through the console. He... |
| 12552 | Alpha/Glow Mapped Horses v1.2 | Resources | MMH | 55-10370 | Psymoniser | 2006-01-25 | [Newly Added Nightmare] Newly Added Nightmare This contains alpha channel and glow map enabled horse meshes as a modders resource. I just used Cait's horse meshes and added the alpha channel and glow map using NIBLE (NetImmersive Block Editor). They have just been sat on my Hard Drive for a month or two so I thought I'd release them as a Modde... |
| 12551 | Feeank Resource Island for Modders | Resources | MMH | 55-10452 | Feeank | 2006-02-27 | This mod adds 2 exterior cells (-18,5 and -17,5) and 3 interior cells. No transportation is provided, you'll have to use the console, swim or levitate. If you plan to get there without console go to Khartag Point and from there swim SouthWest for a few minutes, It should be a bit difficult to fin... |
| 12550 | Development Training | Resources | MMH | 55-10479 | Jason A. Parker | 2006-03-10 | Have you gotten tired of changing your character's stats to test mods? Don't like having modded stats not line up with in game leveling? This mod adds a room to the Seyda Neen Census & Excise Office that contains master trainers for all skills, a place to rest for level-up, and a gold ... |
| 12549 | Combat Detector | Resources | MMH | 55-10482 | Burning Thunder | 2006-03-11 | This mod shows modders how to detect when someone is in combat. So far there has been no known way to do this. So this may be useful for scripters who want to make things happen when someone is in combat. For extra details, see the readme. |
| 12548 | Silver Flame Armor | Resources | MMH | 55-10526 | Kieve | 2006-04-04 | Originally my answer to a [REQ] thread by Adanorcil. He was looking for a guard's cuirass, and ended up receiving a full suit of armor, plus a weapon with a sheathing script. However, the mod it was offered to has long since disappeared from the radar, to my knowledge. Or perhaps it w... |
| 12547 | Alternate Werewolf Textures v1.1 | Resources | MMH | 55-10541 | Psymoniser | 2006-04-13 | [Alternate Textures] Alternate Textures This is a Resource, it contains 9 colour variations of the Bloomoon Werewolf textures. This is to allow people the choice of what they would like their Werewolves to look like. The image on this page shows 6 of the 9 colours, the others being slight variations on black, grey, and brown/red, howev... |
| 12546 | Imperial Sabers | Resources | MMH | 55-10551 | Southern_Convert | 2006-04-19 | TL_Cellar_tileset by Wildman aka Trey Leavens Update: In the coming weeks, I will be working on a continuation of this saber pack. The original Imperial Sabers will be included, along with it's own values. Others will come, and all w... |
| 12545 | Easter Eggs | Resources | MMH | 55-10552 | Horodnic Dragos | 2006-04-20 | This is a modder's resource and anyone is free to use it. For more information read the readme.txt file. I made this to add some easter atmosphere. |
| 12544 | Marble Textures | Resources | MMH | 55-10561 | CJW-Craigor | 2006-04-24 | This is a modders resource. Adds new marble textured interior cells (based on in_c_stone meshes). No .esp so you'll have to add them yourself. Full ReadMe included with download. |
| 12543 | TL_Cellar_Tileset v1.0 | Resources | MMH | 55-10563 | Wildman | 2006-04-27 | TL_Cellar_tileset by Wildman aka Trey Leavens Inspired by a request from Craigor I built a cellar door entrance for the exterior of houses, which then needed an interior piece for the way back out, so came into being a si... |
| 12542 | Glowing Blade | Resources | MMH | 55-10610 | A.Zunder | 2006-06-06 | This is a Modders resource. It contains one Model of a Sword with a glowing effect. One of my first mods, so any criticism is welcome. |
| 12541 | Ashlander's Fury Sword v3.0 | Resources | MMH | 55-10627 | WildKarrde | 2006-06-15 | This is a MODDERS RESOURCE, but it also has a playable esp. If you use the playable version the sword can be found in the Ashkhan's Yurt in the Erabenimsun Village. Changelog: **Update** V2.0 - Made the sword a bit larger and lengthened the blade a bit... |
| 12540 | Slartibartfast's Seamless Textures v1.0 | Resources | MMH | 55-10639 | Slartibartfast | 2006-06-24 | [SBF Algae 1.dds] SBF Algae 1.dds This is a modder's resource pack containing 30 seamless textures made by me. 12 of them are from photographs I took myself, whilst the remainder were extracted from freeware photo resources, downloaded from the internet. This pack is not a texture replacer and you will need to rename the textures... |
| 12539 | Heart of the Zainab (Cutlass/Scimitar) | Resources | MMH | 55-10648 | WildKarrde | 2006-06-28 | sword mesh and textures. A test .esp is included which adds 1 copy to the Zainab Ashkhan Yurt. |

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| 12538 | Slartibartfast's Seamless Textures 2 v1.0 | Resources | MMH | 55-10651 | Slartibartfast | 2006-06-29 | [SBF Rock 6.dds + SBF Stones 3.dds] SBF Rock 6.dds + SBF Stones 3.dds This is a modder's resource pack containing 30 seamless textures made by me. 2 of them are from photographs i took myself whilst the remainder were extracted from freeware photo resources, downloaded from the internet. This pack is not a texture replacer and you will need to rename the textures a... |
| 12537 | Dialogless Companion template | Resources | MMH | 55-10666 | Flycatcher | 2006-07-09 | Dialogless companion template. This is a small project I made while working on another project and must be considered a beta [b]What is it?[/b] Well it's a script - with it you can create your own companion in TECS b... |
| 12536 | Phijama's Bits and Bobs Resource | Resources | MMH | 55-10700 | Phijama | 2006-08-01 | This is a modder's resource by Phijama. It adds nineteen items: 5 bowls, trays, 5 plates, 3 drums and a lute. All new meshes and textures. These are for any modder to use in their projects, please consult the readme for any questions. |
| 12535 | Phijama's Bow Resource | Resources | MMH | 55-10701 | Phijama | 2006-08-02 | This resource contains nine bows. All except one are based on modern/historical bows (1 Recurve, 2 Compound, 1 Short, 1 Asymmetrical, Hunting) along with one fantasy warbow with special animations. There are also a number of new arrows designed to compliment these bows. ... |
| 12534 | PS Furniture Statics v1.0 | Resources | MMH | 55-10705 | Kiriell | 2006-08-05 | This module came about while learning how to reskin and how to use PaintShop Pro. It contains official Morrowind and Tribunal items, reskinned. Most of the textures are from Morrowind or Tribunal. Some are modified from those, maybe rotated or resized. Others are created from photos of my carpet,... |
| 12533 | Sextant and Shovel | Resources | MMH | 55-10710 | Starcon | 2006-08-06 | Adds sextant and shovel models; the shovel can also be used as a weapon. |
| 12532 | Trunks and Chests | Resources | MMH | 55-10709 | lochnarus | 2006-08-06 | A new model of a trunk/chest, with 5 variations of textures and 2 sizes for each texture- a large trunk, or a smaller chest. You can retexure the model very easily with the simple template it has. |
| 12531 | Starcon's Chests | Resources | MMH | 55-10729 | Starcon | 2006-08-08 | And yet more chests. Two kinds here, one is with Qarl's Gold Texture. |
| 12530 | Starcon's Reflection Mapped Chests | Resources | MMH | 55-10728 | Starcon | 2006-08-08 | More chests. |
| 12529 | Starcon's Chests\, Glowmapped | Resources | MMH | 55-10727 | Starcon | 2006-08-08 | Starcons Glowmapped chests |
| 12528 | Starcon's Animated Chests | Resources | MMH | 55-10735 | Starcon | 2006-08-10 | DESCRIPTION Starcon5 made these beautiful chests, and Qarl made the gold retexure. I put the two together, and also used Max aka NOBODY's gold coin textures to give the stacks of coins a better gold look. Max aka NOBODY was wonderful, and made reflectiv... |
| 12527 | KEY-E01_Espace-Addon | Resources | MMH | 55-10747 | Clavis | 2006-08-15 | This pack adds doorjambes for almost all architectural types in Morrowind to the E01 Espace tileset. Also a couple of sounds for the doors. These door sounds have been added to both the door object and the (door)activator script. Doorjamb types: Common Arched &... |
| 12526 | KEY-A07_Arched | Resources | MMH | 55-10746 | Clavis | 2006-08-15 | A reskinned version of Oom Fooyat's Arched tileset (which is interiors only) using black, red, and gold marble textures. Very rich looking. Cleaned using TESTool. Pictures available HERE |
| 12525 | KEY-A06_Arched | Resources | MMH | 55-10745 | Clavis | 2006-08-15 | A reskinned version of Oom Fooyat's Arched tileset (which is interiors only) using terra cotta and blue marble with some grey elements. Cleaned using TESTool. |
| 12524 | KEY-E01_Espace | Resources | MMH | 55-10744 | Clavis | 2006-08-15 | This modder's resource is a reskinning of OraNN's (www.wiwiand.com) Espace tileset. Cream marble, red sandstone, purple metal and purple mosaic tile floor. There are two doors. one is a regular door (for teleporting between cells) and a scripted activator. The activator door is pretty nifty. The ... |
| 12523 | KEY-Crystal_Eggs_01 v1.0 | Resources | MMH | 55-10751 | Clavis | 2006-08-16 | This is a modder's resource with a large collection of crystal eggs. The textures are based on the pictures of loose gems on Ebay's Gem section. The colors have NOT been tweaked. Pictures available HERE They are set up as Activators since I haven't made icons for them yet... |
| 12522 | KEY-A08_Arched | Resources | MMH | 55-10750 | Clavis | 2006-08-16 | A reskinned version of Oom Fooyat's Arched tileset (which is interiors only) using ornately carved tan stone textures. Cleaned using TESTool... |
| 12521 | KEY-A05_Arched | Resources | MMH | 55-10749 | Clavis | 2006-08-16 | A reskinned version of Oom Fooyat's Arched tileset (which is interiors only) using dark grey carved stone textures. Pictures available HERE Cleaned using TESTool. ESP included |
| 12520 | KEY-Medallions_04 | Resources | MMH | 55-10763 | Clavis | 2006-08-21 | This is a Modder's Resource. It consists of medallions that are good for adding that extra something to floors, ceilings, walls, or gardens. There are 50 wood designs in this pack. NIFs for both large and small sizes of each are included. |
| 12519 | KEY-Medallions_03 | Resources | MMH | 55-10762 | Clavis | 2006-08-21 | This is a Modder's Resource. It consists of medallions that are good for adding that extra something to floors, ceilings, walls, or gardens. There are 50 wood designs in this pack. NIFs for both large and small sizes of each are included. |
| 12518 | KEY-Medallions_02 | Resources | MMH | 55-10761 | Clavis | 2006-08-21 | This is a Modder's Resource. It consists of medallions that are good for adding that extra something to floors, ceilings, walls, or gardens. There are 50 tile & stone designs in this pack. NIFs for both large and small sizes of each are included. |
| 12517 | KEY-Medallions_01 | Resources | MMH | 55-10760 | Clavis | 2006-08-21 | This is a Modder's Resource. It consists of medallions that are good for adding that extra something to floors, ceilings, walls, or gardens. There are 50 stone and tile designs in this pack. NIFs for both large and small sizes of each are included. |
| 12516 | KEY-E03_Espace | Resources | MMH | 55-10759 | Clavis | 2006-08-21 | This modder's resource is a reskinning of OraNN's (www.wiwiand.com) Espace tileset. It's red-brown walls, sodalite pillars, blue tile floors, and gold-leaf trim. This set was inspired by Vagashan's D'ni work. There are two doors. one is a regular... |
| 12515 | Throwing Weapons | Resources | MMH | 55-10764 | Wierdoom | 2006-08-22 | This mod adds a throwing version of every none artifact spear and war axe in the game. They have the same stats as spears and war axes and you can find them in a chest in Ra'virr's shop beside his bed. |
| 12514 | Glass resource | Resources | MMH | 55-10843 | Redguard_Slayer | 2006-10-19 | Glass Wall by: Redguard_Slayer This is simply a big pane of glass, intended as a modder's resource. Feel free to use as you wish, just please give me a mention in your |
| 12513 | KEY-A04_Indoril | Resources | MMH | 55-10846 | Clavis | 2006-10-20 | A reskinned version of the Indoril/Mourndhold interior models in golden wood and gold leaf. Loaded into an ESP for your convenience. |
| 12512 | KEY-C02_Arched | Resources | MMH | 55-10854 | Clavis | 2006-10-21 | This resource pack is a reskinning of Oom Fooyat's Arched tileset to match the red-gold wood, sandstone paving and bronze trim used in my C02_Common (Extended) Resource Pack. |
| 12511 | KEY-C02_Common (Extended) | Resources | MMH | 55-10853 | Clavis | 2006-10-21 | This resource pack is a combination of the regular Common interior architecture with Alcar's modular pieces, Nubux's terrace & balcony pieces, and Wildman's cellar doors. All reskinned in cream plaster, red-gold wood, and golden sandstone paving. There is a subset of tiles with ston... |
| 12510 | KEY-E03_Arched | Resources | MMH | 55-10852 | Clavis | 2006-10-21 | This modder's resource is a reskinning of Oom Fooyat's Arched tileset. Red-brown walls, sodalite pillars, blue tile floors, and gold-leaf trim. Vagashan's D'ni Palais mod is the inspiration. |
| 12509 | KEY-B02_Hlaalu Exteriors | Resources | MMH | 55-10851 | Clavis | 2006-10-21 | A reskinning of the Hlaalu exteriors in grey plaster/concrete and green bronze tile with Limestone trim, tile, and flagstones. Matches the B02_Arched and B02_Brannoran tilesets. |

| Id | Name | Category | Site | Link | Author | Date | Description |
|-----------|---|-----------------|-------------|-------------|---------------------|-------------|---|
| 12508 | KEY-B02_Brannoran | Resources | MMH | 55-10850 | Clavis | 2006-10-21 | A reskinning of MuzikMan's Brannoran tileset. Exterior tiles are in grey plaster/concrete & green bronze tiles. Interiors are in the same plaster/concrete with bleached wood and a nice bronze tile. Clean and restful looking. Pictures available... |
| 12507 | KEY-B02_Arched | Resources | MMH | 55-10849 | Clavis | 2006-10-21 | A reskinning of Oom Fooyat's Arched tileset in grey plaster/concrete and green bronze tile with Limestone trim, tile, and flagstones. Matches the B02_Hlaalu Exteriors and B02_Brannoran tilesets. |
| 12506 | KEY-B01_Brannoran | Resources | MMH | 55-10848 | Clavis | 2006-10-21 | A reskinning of MuzikMan's Brannoran tileset. Exterior tiles are in cream stucco and red-gold tile with bronze trim. Interiors are in cream marble with wood and a nice bronze floor tile. Quite nice really. Pictures available [url=http://s5.photobucket.com/albums/y196/Clavis/Morrowind... |
| 12505 | Unique Imperial Textures - Ebonheart | Resources | MMH | 55-10847 | Desertrat | 2006-10-21 | This mod allows for use of an unique imperial texture for Ebonheart. This Mod does not contain any textures, you must supply your own. I developed this mod because I got tired of all the imperial structures looking the same. Also there are so many good texture ... |
| 12504 | Vality's 3d Maps | Resources | MMH | 55-10862 | Vality7 | 2006-10-26 | These are intended to be used as a modders resource. If you want to use these meshes/textures in your own Morrowind mod, then feel free, just give me credit if you do. |
| 12503 | Blank Birthsign | Resources | MMH | 55-10883 | 4_20 | 2006-11-12 | Just a background for modders to make birthsigns. |
| 12502 | Ra'Virr's Daedric Training Experience | Resources | MMH | 55-10903 | Toadigger | 2006-11-29 | The master of replica Daedric items, (Ra'Virr in Balmora), has recently welcomed his cousin Ra'Vist from Elseweyr. Together they have completed the DTE which includes: Daedric Training Room > Tastefully crafted from the best woods ... |
| 12501 | MoonScript | Resources | MMH | 55-10919 | RpgFan101 | 2006-12-09 | This is a simple script I made to make an object vanish and reappear depending on the moon phases. The object will only appear when both moons are full (massar and secunda). The second script will, when attached to an object, tell you the state of the moons. To use t... |
| 12500 | Miscellaneous Moves And Poses For Morrowind | Resources | MMH | 55-10947 | RX31 | 2006-12-25 | This is a modders resource. Sorry, I have no screenshots or esp this time, just the animations. These are made from motion capture files found at mocapdata.com. Once again I have chosen to use 7-Zip to archive these. You can download it here - http://www.7-zip.org/download.html . Please enjoy. |
| 12499 | Interior Snow Landscape | Resources | MMH | 55-10964 | Ginge13 | 2007-01-03 | Contains 21 Snow retextures of Lingam's Interior Landscape. You will have to insert the meshes into your mod via the CS. No esp included |
| 12498 | Ginge13's Interior Land | Resources | MMH | 55-10968 | Ginge13 | 2007-01-05 | Includes 7 new meshes, and 3 new textures. There are 8 sets in four different categories (explained in the readme). No ESP |
| 12497 | Ginge13's Interior Land Pack v2.0 | Resources | MMH | 55-10977 | Ginge13 | 2007-01-08 | This modders resource includes 16 new meshes, and 3 new textures. There are 12 different sets of the meshes, under 7 different categories File A - Ashland File C - Stone File D - Dirt File G - Grass File M - Mud File S - ... |
| 12496 | Canyon City(unfinished) | Resources | MMH | 55-10987 | flyingllama | 2007-01-13 | I was disappointed in Morrowind's lack of massive, sprawling cities (vivec seemed a little too "clean"), so I decided to try to make my own. The reason, I discovered, why there aren't any large cities is that they are incredibly difficult and time consuming to make. After two months of working on... |
| 12495 | Inferno Axe Redux | Resources | MMH | 55-11010 | CJW-Craigor | 2007-01-22 | This is a rettexture of an axe that Wormheart made for me back in 2004. No esp, just the model, textures and icon image. Feel free to use this however you wish, no permission needed. If you do use it though, give Wormheart credit for the mesh and me for the textures. |
| 12494 | Joshua's Tapestry Resource | Resources | MMH | 55-11020 | Ornarilineith | 2007-01-25 | This is my first released mod. It's a collection of tapestries I through together. These make no attempt to follow the lore of Morrowind, and include comic book characters, drow elves, and a few little extras. They are listed as misc. items in the construction set, and are not p... |
| 12493 | Norse Tapestries | Resources | MMH | 55-11046 | CJW-Craigor | 2007-02-07 | Adds 17 tapestries based on norse mythology and artwork grabbed from the internet. All textures are 256x512, and fit the Furn Com Tapestry meshes. An .esp is included for easy merging with your mod (all items start with Furn_Com_Tapestry_CW)... |
| 12492 | Craigor's 'Waterhouse' Tapestries | Resources | MMH | 55-11049 | CJW-Craigor | 2007-02-09 | Craigor's 'Waterhouse' Tapestries - based on the paintings of John William Waterhouse - as requested by Mikuto Merrick This is a modders res... |
| 12491 | Alchemy Desorter | Resources | MMH | 55-11052 | Nicholiathan | 2007-02-11 | An activator bottle for each potion effect to gather the ingredients to make that potion from alchemy jars. Can be modified to use any alchemy jars set but scripts refer to Despair's Ingredient Pots & Sorter. Adds nothing to the game activators all begin with OM_. Place in same room with Despairs... |
| 12490 | Another Splash Screen Background Resource | Resources | MMH | 55-11054 | nobody | 2007-02-12 | This is a screen capture of the opening screen in TGA format and the same resolution as the splash loading screens. Feel free to use as a splash screen background or anything else for morrowind. |
| 12489 | KEY_Door_Packs_01-04 | Resources | MMH | 55-11061 | Clavis | 2007-02-16 | A collection of Square-Common and Arched Common doors using texturesbased on photos of real doors. Each door omes in four different styles/colors of the lock and handles. Golden/brass (very ornate), pewter/steel, copper, and verdigris bronze (also quite ornate). This is something I w... |
| 12488 | Folio Shelves | Resources | MMH | 55-11067 | Nicholiathan | 2007-02-18 | Based on the original bookshelf models these 2 shelves have 3 shelves & are sized to hold large books (the folio sized books still require a slight downscale). furn_com_bookshelf_01 ~ NI folio shelf_01 furn_com_bookshelf_02 ~ NI_folio_shelf_02 [b]Changelog:[...] |
| 12487 | The Wanderers Mod Pack 02 | Resources | MMH | 55-11086 | The Wanderer | 2007-02-23 | With the release of my "Vwardenfell Library" mod hopefully not to far off now. I have decided to release a modders pack containing most of the new meshes and textures that are to be used in it. These are really only for modders to use when making mods. The esp ... |
| 12486 | Crystal Egg Icons v1.0 | Resources | MMH | 55-11091 | Drackolus | 2007-02-25 | [A close-up of an egg compared to it's icon.] A close-up of an egg compared to it's icon. Unique icons for all of Clavis' beutiful crystal eggs. ONLY the icons. Unzip in the same place you unzip(ped) KEY-crystal_eggs_01. Doesn't really require it... but, what's the point if you don't have it? |
| 12485 | NPC to Skeleton Resource | Resources | MMH | 55-11110 | Earendil Anorien | 2007-03-04 | This is a modders resource. The file contains three scripts that can be used in a mod where you want the npc to turn into a skeleton when the player gets close to the that npc. There are three scripts. The first is applied to an NPC, the second to the skeleton... |
| 12484 | lowpoly skeleton bodyparts | Resources | MMH | 55-11130 | shannon | 2007-03-18 | This is a simple resource mod that includes body part meshes for a skeleton race. It was designed as a replacement for the old playable skeleton mod by "The Cheezed One" because it consists of much less polys. So it should be safer to use several of them in one cell witho... |
| 12483 | Pigs weapon resources | Resources | MMH | 55-11129 | Pigtrifle | 2007-03-18 | i started making weapons, and ive decided to release 6 of them. the weapons included are as follows: a buster sword a dragon longsword (sell 4 100k pls?) a claymore two fable-esque greatmaces an ener... |
| 12482 | Living Armors | Resources | MMH | 55-11136 | Arcimaestro Antares | 2007-03-20 | |

| Id | Name | Category | Site | Link | Author | Date | Description |
|-----------|---|-----------------|-------------|-------------|----------------|-------------|--|
| 12481 | Vampire Claws | Resources | MMH | 55-11158 | Harborgolfer | 2007-03-31 | Resource pack containing (five) 3rd person and (one) 1st person nif files replacing the standard Better Body hands with various long nailed ones. Several sample textures and a PSD file with UV maps and saved textures to use or re-tint are also included. |
| 12480 | GS_Rugs | Resources | MMH | 55-11187 | Gianluca | 2007-04-14 | |
| 12479 | GS_Tapestries | Resources | MMH | 55-11186 | Gianluca | 2007-04-14 | |
| 12478 | Unfinished house and furn | Resources | MMH | 55-11203 | swrdphantom | 2007-04-22 | This is a house that I made, mainly with the idea of releasing it unfinished. Includes retextured Hlaalu exterior and interior peices as well as some retexed furniture that isn't placed in-game. [b]Changelog:[/b]Added three meshes and one texture that were accidentally left out. Also r... |
| 12477 | William Blake Tapestries | Resources | MMH | 55-11233 | Ironed Maidens | 2007-05-12 | This is a modder's resource, I suppose. Not much, really, just eight paintings by William Blake put into tapestry form. I've tried to make sure they fit in with Morrowind by being a little on the darker side. You can use how you wish, in your next greatest housing mod, or ... |
| 12476 | New Elf ears | Resources | MMH | 55-11250 | Gagatek | 2007-05-17 | I have always thought there should be another, smaller, more delicate version of the many elf ears in Morrowind. These new elf ears were a gift to me from Gagatek. Consider them a modders resource. Don't forget to play with the sizing in nifscope.. I've incl... |
| 12475 | Small Rich Stairs | Resources | MMH | 55-11279 | Ginge13 | 2007-06-01 | Adds the Rich equivalent of the Small Plain stairs that are used for interior building in to the CS. |
| 12474 | KEY-Rugs_01 | Resources | MMH | 55-11289 | Clavis | 2007-06-07 | This modders resource is a collection of rugs in shapes other than plain oval or rectangular (although there are a few oval designs included). There are square, round, octagonal, and odd shaped rugs as well as a few runners for hallways and such and a couple of animal skins. There is a total of 2... |
| 12473 | Decrepit Hlaalu Walls | Resources | MMH | 55-6164 | Forseti | 2007-06-18 | I figured all those modders out there who liked the Hlaalu style, but wanted to build an "abandoned house" mod for their characters might like a tile set that looked, well, more abandoned and less spiffy and new. So I created one in which the plaster seems to have started to flake and fall off th... |
| 12472 | Dwarven Spectre Additions | Resources | MMH | 55-11323 | Westly | 2007-06-30 | [Dwemer Shade] Dwemer Shade This is a resource for modders to use in their endeavours to expand the diversity of creatures in the game (specifically in the Dwemer Ruins and any forthcoming Dwemer Ruin type mods). There are five new types of Dwarven Spectres available in the Creat... |
| 12471 | ModTown07 Platform Proof of Concept | Resources | MMH | 55-11386 | Roug | 2007-07-18 | Shows a sample as a Proof of Concept for a flying platform that could be used by a modeler to do something better for ModTown's platform. This model, because of its size does not work well in the CS so needs someone with better modeling and CS skills than I to get a good CS version that cou... |
| 12470 | PF's Weapon Resource Pack | Resources | MMH | 55-11392 | poonfisher69 | 2007-07-22 | These are just some weapon meshes I made, they are untextured and haven't been tested in any way. They can be used in any way you wish as they are a resource. Two of them are from anime shows, one is Zangetsu from the anime Bleach, the other is Saia's sword from Blood+. Th... |
| 12469 | Imperial Buildings | Resources | MMH | 55-11418 | Thann | 2007-08-05 | Adds 22 new imperial style building models. Does not include new interiors. |
| 12468 | Mushrooms | Resources | MMH | 55-11425 | Thann | 2007-08-06 | adds 8 new mushroom models |
| 12467 | KEY-FurnResource_01 - Paintings | Resources | MMH | 55-11440 | Clavis | 2007-08-11 | This modders resource is a collection of Paintings with frames that match the furniture packs I'm putting together. There are 20 paintings for each of the four frame styles. All are based on pictures found online at either DeviantArt or Renderosity, a list of the artists can be found in the credi... |
| 12466 | KEY-Furn_04_BarCont | Resources | MMH | 55-11479 | Clavis | 2007-08-26 | This modders resource is a collection of bar pieces in my series of furniture resource packs. There are two facine styles for each of four types of wood. Each wood/style combo comes in 5 countertops. Wood types are Swirlwood, Ash, Teak, & Birch. Countertops are: Matching wood, cream limestone... |
| 12465 | Spok Paintings Pack 1 | Resources | MMH | 55-11485 | Srdjan Pokorni | 2007-08-28 | One hundred fine art paintings from the ages of renaissance, baroque, neoclassicism and romanticism. They come with an ESP that defines them as statics, activators and misc. items; misc. item versions have a positioning script attached. The following versions are availabl... |
| 12464 | Lore Friendly Libations | Resources | MMH | 55-11506 | Rougetet | 2007-09-09 | [Screenshot of the 9 Soft Drinks available in this resource.] Screenshot of the 9 Soft Drinks available in this resource. Lore Friendly Libations adds 81 new beverages to the game - 22 Beer, 9 Soft Drinks, 10 Spirits and 40 wines (includes 3 "House" wines). This modder's resource was created to assist in filling up the shelves, bars, etc. within the tavern/bar mods that have been created by other modders with some m... |
| 12463 | Morrowind Landmass Conflict Checker - aka MMGUM | Resources | MMH | 55-11601 | Rougetet | 2007-10-15 | |
| 12462 | KEY-Wizard_Crystals_Resouce | Resources | MMH | 55-11619 | Clavis | 2007-10-27 | This is a modders resource aimed at the Wizard and Telvanni types out there. It is a large collection of crystals. The textures are based on the pictures of loose gems on Ebay's Gem section. The colors have NOT been tweaked. There are six basic models used. The first two are Bethesda's, the secon... |
| 12461 | Math Mod | Resources | MMH | 55-11653 | Soralis | 2007-11-21 | This modders resource has scripts and examples of how to implement the following functions in Morrwind's language: SquareRoot, Sine, Cosine, Tangent, NaturalLog, Log, intPower, intRoot,Modulus, Antlin, Antilog, AbsoluteValue, PowerScript. |
| 12460 | PF69's Tensa Zangetsu | Resources | MMH | 55-12402 | poonfisher69 | 2007-11-29 | [just thumb] just thumb This is the sword Tensa Zangetsu from the anime Bleach. It's just a mesh, texture & icon. There is no esp. as it's meant to be a modders resource, so if you want to use it you'll have to put it in the game yourself. [b]Changelog:[/b]Everything is completely new. The mesh has much l... |
| 12459 | SkyTownTemplate | Resources | MMH | 55-12413 | Benito Red Eye | 2007-12-04 | A Template for a Sky Town of some sort, has courtyard, buildings and docks set up. No CC in this Version, will be some in next, but dunno when that will be. See ReadMe for more Info |
| 12458 | Kendarus Soul Gem Crafting | Resources | MMH | 55-12417 | Kendarus | 2007-12-05 | This is a modder's resource and does not add anything in game. Instead the plug-in adds three things to the CS: Mystic Crystals that produce gem fragments - Activator - "JWH_gem_fragment_generator", Gem Fragments that are u... |
| 12457 | Portal Crossbows | Resources | MMH | 55-12482 | XxMayhemxX | 2008-01-19 | Created 2 new crossbows(need meshes/texes/icons and proly intensive scripting to get them to work) based off of the Half-Life Portal Gun. The theory is to use them ala the Portal gun. The only way to achieve this that seems feasable to me, and "Saints" original ide... |
| 12456 | Nicholiathan's Furniture v2.0 | Resources | MMH | 55-12497 | Nicholiathan | 2008-01-28 | [Telvanni Wellpod] Telvanni Wellpod Provides 5 new desk based off the original Bethesda furniture models. Ever find it odd that all desks look like they belong in a shack? Ever want to have a desk that matches the dresser, table, chairs & bed you've placed? These can help. Provides 3 options for each of 5 desks: ... |
| 12455 | Miscellaneous Items to Static Items v1.0 | Resources | MMH | 55-12502 | Denina | 2008-01-30 | NEWER VERSION OF THIS RESOURCE HERE: Miscellaneous Items to Static Items v2.0 This is a modder's resource. It adds nothing to the game. This. esp attempts to save time and effort while creating other mods. It takes most of the miscellaneous items and turns them into stati... |

| Id | Name | Category | Site | Link | Author | Date | Description |
|-----------|---|-----------------|-------------|-------------|--------------------------|-------------|--|
| 12454 | Broadsword | Resources | MMH | 55-12512 | Ferinar | 2008-02-06 | Just a milkshake3d modle i was working on. I cant use it because my trial ran out. Im always here so i thought id upload it as a model. If you do use this send me a message at eff.live.co.uk. Added a screen shot. Forgot to before. |
| 12453 | Pipe Organ | Resources | MMH | 55-12529 | WildKarrde | 2008-02-12 | A pipe organ and optional extra side pipes. |
| 12452 | Potbelly Stove | Resources | MMH | 55-12528 | WildKarrde | 2008-02-12 | A Potbelly style stove. |
| 12451 | 300 style longsword and parry blade | Resources | MMH | 55-12527 | WildKarrde | 2008-02-12 | Style dual wield longswords sword shield that looks like a sword |
| 12450 | Mod Testing CharGen | Resources | MMH | 55-12561 | Trunksbomb | 2008-02-25 | This mod simply alters the script during chargen. Instead of going through the usual chargen, you'll be placed in Seyda Neen, right next to your favorite character in the game. Your attributes and skills will all be set to 100, and you'll have a Daedric Longsword in your i... |
| 12449 | Exploding Bottles | Resources | MMH | 55-12558 | Skyfire the Bibliomancer | 2008-02-25 | This simple mod adds three throwing bottle weapons with area effect fire, frost and shock damage. Feel free to add the bottles to a mod or to your game with player-> additem "firebottle", "frostbottle" or "shockbottle". Bottle models are from Qarl's bottle replacer. |
| 12448 | Chitin Armor Resource/Updates v1.1 | Resources | MMH | 55-6177 | quorn | 2008-02-26 | This resource has new armor pieces, updates older pieces and adds new icons to the chitin armor set. figured as chitin is one of the more common armors in vwardenfell, there should be more styles to it like the bonemold. you can use and distribute this as you wish. no pieces are adde... |
| 12447 | Pundaab Playset v1 | Resources | MMH | 55-12587 | Blue Eagle | 2008-03-08 | Pundaabs are airborne mud homes built by hanging dried and hollowed out mud spheres from a ball of netting containing koda flowers, which have properties that can cause levitation. Pundaabs are said to have originated in the Bitter Coast region. |
| 12446 | Marble & Gold Statues Resource | Resources | MMH | 55-12591 | Aediin | 2008-03-11 | Marble and gold statues. No .esp, only meshes and textures for anyone to use freely as they see fit in their own mods. I am not responsible for wrongful use of these resources. Warning: The statues depict nudity. If marble or metal representations of the human body offend... |
| 12445 | V1v3c's White Bridges | Resources | MMH | 55-12613 | V1v3c | 2008-03-24 | This is a simple modder's resource by me, V1v3c, that adds white versions of the default rope bridges to the Construction Set. This is a rete! The meshes are by Bethesda! But the textures are by me! |
| 12444 | Darknut's GDR Resource | Resources | MMH | 55-12752 | Darknut | 2008-06-04 | Darknut's Greater Dwemer Ruins Resource Pack A Modding Resource By Darknut Jun 04 2008 This is a Modding resource only...none of these objects are placed in the MW world. This resource consist of the bulk of the meshes I made for DNGDR & most are scratch made mo... |
| 12443 | Ren's Physiqued hairs | Resources | MMH | 55-12766 | Axel | 2008-06-11 | |
| 12442 | QF_Furniture | Resources | MMH | 55-12778 | bob196045 | 2008-06-20 | A Remake of the QF furniture used in Silgrad Tower, includes 260 furniture items in 6 different wood textures |
| 12441 | Creature Additions | Resources | MMH | 55-12807 | Demon Xen | 2008-07-07 | The mod adds 5 creatures to the game: Forest Protector Ancient Guardian Mummy Croclar Moon Worshipper The creatures have been added to certain leveled lists. Some are high levels and will not spawn until you are... |
| 12438 | Saints Tapestry | Resources | MMH | 55-12856 | bob196045 | 2008-08-08 | Tpaestries with depictions of the Dunmer Saints |
| 12437 | Oom's Arched Tile Set v2 BETA 04 | Resources | MMH | 55-12888 | Oom Fooyat | 2008-08-24 | |
| 12436 | Razor Sword | Resources | MMH | 55-12918 | DoubleBrewski | 2008-09-07 | This mod adds a new sword to the construction set. You can use a console command to cheat it in, or place it in game where you want. The sword was made by Tri X igt 3d Studios and was found on TurboSquid.com for free. |
| 12435 | Bowls of food v1.0 | Resources | MMH | 55-12979 | Hollow_Fang | 2008-10-20 | Models of bowls of food you'd find in morrowind Changelog: version 1.0 made |
| 12434 | Decorative Axe (MR) | Resources | MMH | 55-12994 | Bon-a-he | 2008-10-29 | Modders Resource Well first mod ahoy, its just an axe, the id Is decorative axe anyone can use it for anything, no copy write, its my first mod and its only are texture, enjoy. |
| 12433 | Experimental Texture Pack | Resources | MMH | 55-12996 | Eldarion Ciareth | 2008-10-30 | A set of original and reworked textures for use in texture packs and compilations- or as a standalone replacer for existant ingame art assets. Readme included in zip files. Sorry no screenshots. [b]Changelog:[/b]Please note that the required reflectmap for the firesalts is in the BC f... |
| 12432 | H.E.L.L.U.V.A. Merchant Containers | Resources | MMH | 55-12999 | Sandman101 | 2008-10-31 | This is a resource. All it does is add a empty container to all of the merchants in the game. Nothing should be added to the containers themselves. There are empty leveled lists placed in the containers. Pick which list fits your needs and add your leveled list to it. |
| 12431 | Witch Hat | Resources | MMH | 55-12998 | swrdphantom | 2008-10-31 | This is a beaten looking cone-shaped hat reminiscent of what TV/Hollywood witches wear. It takes up the left clavicle body slot so that it doesn't replace hair. |
| 12428 | Elthar's Seamless Texturing Pack - Wood | Resources | MMH | 55-13029 | Elthar | 2008-11-21 | This is a texture resource that can be used in whatever mods you see fit. textures included. All textures are high quality anti-aliased 600*600 tiles seamless on all dimensions. Textures were saved in 100% quality jpg so you can alter (resize/recolor) them... |
| 12427 | Elthar's Seamless Texturing Pack: Fancy Wood | Resources | MMH | 55-13032 | Elthar | 2008-11-22 | This is a texture resource that can be used in whatever mods you see fit. textures of "fancy wood" included - they are a patterns like a wood mosaic of different colors (i tried to make them not too bright to fit everyone's tastes). I suggest using these t... |
| 12426 | Elthar's Seamless Texturing Pack: Basket Weavings | Resources | MMH | 55-13031 | Elthar | 2008-11-22 | This is a texture resource that can be used in whatever mods you see fit. textures of basket weaving included. All textures are high quality anti-aliased 600*600 tiles seamless on all dimensions. Textures were saved in 100% quality jpg so you can alter (re... |
| 12425 | Elthar's Seamless Texturing Pack: Granite & Marble | Resources | MMH | 55-13034 | Elthar | 2008-11-23 | This is a texture resource that can be used in whatever mods you see fit. stone textures - 9 of granite and 5 of marble. Good for dungeons, buildings, statues - etc., anything that is made of stone. All textures are high quality anti-aliased 6... |
| 12424 | Elthar's Seamless Texturing Pack: Batik Fabric | Resources | MMH | 55-13038 | Elthar | 2008-11-24 | batik fabric textures of different patterns and colors. Some are bright, some are not. In real world "batik" is defined as a technique to decorate cloth, to draw patterns and designs free hand with hot wax, followed by painting between the waxed sections. My textures try to imitate ... |
| 12423 | Elthar's Seamless Texturing Pack: Tapestries and Rugs | Resources | MMH | 55-13037 | Elthar | 2008-11-24 | This is a texture resource that can be used in whatever mods you see fit. "hard fabric" textures of different patterns and colors (tried to make them not too bright to fit everyone's tastes). These textures is intended for use as tapestries or rugs, but can also be us... |
| 12422 | Elthar's Seamless Texturing Pack: Metal | Resources | MMH | 55-13036 | Elthar | 2008-11-24 | This is a texture resource that can be used in whatever mods you see fit. metal non-rust textures of different colors and facture. Suggest using for armor, weapons and other metal stuff. Screenshots show only half of the textures, the other half is not a r... |
| 12421 | Elthar's Seamless Texturing Pack: Chainmail | Resources | MMH | 55-13035 | Elthar | 2008-11-24 | This is a texture resource that can be used in whatever mods you see fit. chainmail textures - 6 damaged and 6 new. Perfect for creating a new set of armor or for a reskinning of the existing ones. All textures are high quality ... |

| Id | Name | Category | Site | Link | Author | Date | Description |
|-----------|---|-----------------|-------------|-------------|------------------------|-------------|---|
| 12420 | Elthar's Seamless Texturing Pack: Round Shields | Resources | MMH | 55-13045 | Elthar | 2008-11-27 | textures of round wooden shields, 1 is not quite round and 1 has cuts on two sides. REMEMBER, this is only textures and no meshes included! You have to get meshes from Morrowind or other modder's resources and skin them with these textures. |
| 12419 | Elthar's Seamless Texturing Pack: Leather | Resources | MMH | 55-13044 | Elthar | 2008-11-27 | leather textures of different sizes and patterns. Intended use: leather armor, clothes, any leathery stuff - tents, quivers, beddings, furnishings, etc. Also can be used for hides if you're making a new creatures/reskinning old for your mod. |
| 12418 | SWG's Shroom resource | Resources | MMH | 55-13062 | starwarsguy9875 | 2008-12-02 | Just a few retextured Bitter coast shrooms I made, and here they are. Instructions are in the readme, and PLEASE read it. |
| 12417 | Elthar's Seamless Texturing Pack: Curtains and Drapes | Resources | MMH | 55-13061 | Elthar | 2008-12-02 | textures imitating fabrics used in making of a curtains or drapes. They have "waves" of fabric seen on real curtains (they re usually not just plainly hanging down, are they?) - with parts of light and shadow. Intended using... curtains and drapes, probably? Lol :) i do know for sure that ther... |
| 12414 | Long Isle | Resources | MMH | 55-13107 | SuterMan | 2008-12-23 | This Mod adds an old rundown city in the Azura's Coast Region. The city contains a Chapel in the center and many shacks sprawled out around it. The Mod is not finished, and got no interiors, quests or NPCs. So basically, anyone who wishes can go a... |
| 12410 | Egyptian Urns | Resources | MMH | 55-13195 | Mystery05 | 2009-01-25 | this is just a modders resource. no items are placed in game. the meshes are bethesdas the textures are mine. the containers have their own ids so that they will not over rite anything already in game. There are 3 texture folders one labeled (with overlays) which can be used if you prefer the... |
| 12409 | Overlooked Meshes Galore - OMG v2.1 | Resources | MMH | 55-13204 | Melchior Dahrk | 2009-01-29 | [Ashlander Banner] Ashlander Banner Hello everyone, This is my surprise release. I have compiled a bunch of the useful unused meshes done by Bethesda. Most of these have great possible applications! I expect to be seeing these in some mods soon. No, just do whatever you like with these. We all have easy access to these... |
| 12407 | Imperial Architecture Resource | Resources | MMH | 55-13250 | Melchior Dahrk | 2009-02-12 | [Village] Village This mod adds a plethora of new meshes textured to match the vanilla Imperial Tileset. You can find everything from Forts to Fountains in this resource. All of the models were done by Mighty Joe Young, all of the textures are stock Bethesda. So they will be effected by texture replacers, yay! |
| 12406 | Velothi Spiral Stairs | Resources | MMH | 55-13298 | Phaedrus | 2009-03-06 | A modder's resource providing spiral staircases for the Velothi tileset. Left and right staircases, each with two styles and matching railings. They work freestanding, or within a vertical shaft that also includes a special railing so it can be use without the stairs, like a ventilati... |
| 12405 | Velothi Shafts and Pits | Resources | MMH | 55-6216 | Phaedrus | 2009-03-06 | meshes of vertical shafts and pits for the Velothi Tileset. Three styles - square, round, and square with rounded corners. Each type has a top, a middle, and a bottom mesh, and the middles stack so you can make the shaft as long as you want. Also included are "plugs", tiles o... |
| 12404 | Transitional Doorways | Resources | MMH | 55-13307 | Phaedrus | 2009-03-10 | This resource contains 46 meshes of doorways (which Bethesda called "doorjams") of different architectural styles on each side. These meshes will allow you to mix styles when building interiors. This is a modder's resource, you'll need to add these meshes yourself ... |
| 12403 | Imperial Tiles | Resources | MMH | 55-13306 | Phaedrus | 2009-03-10 | new meshes for the Imperial tile set. A ceiling-only tile. An embrasure tile (arrow-slit), with a matching sunbeam, and a view. Retexture the view with an appropriate screenshot, and place it just beyond the embrasure so the player can look outside... |
| 12402 | Natural Containers Pack 1 | Resources | MMH | 55-13305 | Licks-His-Lips | 2009-03-10 | This mods some containers that un-like the name arent all completely natural. This mod adds nothing to the game, just a simple modders resource. The download includes a esp that adds them to the construction set. There is no need to give me any credit when using this mod. |
| 12401 | Staves from Cyrodiil | Resources | MMH | 55-13316 | Black Hand | 2009-03-16 | From the west, comes Staves never seen in Vvardenfell. Downgraded original Oblivion mods converted to Morrowind for your use. |
| 12400 | Imperial Castle Meshes | Resources | MMH | 55-13315 | ghostnull | 2009-03-16 | Resource adding meshes for use with Imperial castles. Various arrowslit meshes, mainly for aesthetics Big 4Way to create larger halls A simple, round platform mesh,Two brazi... |
| 12399 | Defiance of Subtlety | Resources | MMH | 55-13320 | Phaedrus | 2009-03-17 | AtrociouslyGoodWitch asked if someone could make a dagger on the Bethesda Forums. The picture provided was ... interesting, to say the least. I couldn't resist the challenge, so here it is. This resource contains three meshes, for a dagger, a longsword, and a shortsword. &... |
| 12397 | Clavis's Rug Resource Pack #2 | Resources | MMH | 55-13333 | Clavis | 2009-03-22 | This modders resource is a collection of rectangular rugs. There is a total of 100 rugs in this collection. All are based on photos of real rugs available for sale online. |
| 12396 | Opening Chests | Resources | MMH | 55-13348 | Phaedrus | 2009-04-02 | Animated chests that actually open and close when activated! The required script is included. Also includes a daedric chest to be found on the Construction Set CD, but is more 6th house than daedric. |
| 12395 | Mounted Heads | Resources | MMH | 55-13351 | Hollow_Fang/Deamon2000 | 2009-04-04 | inspired by Mounted Heads by Dyr Kriger for oblivion put tribunal and blood moon requirements just to be safe |
| 12394 | Crazy Shannons Furniture Emporium Vol1 | Resources | MMH | 55-107 | Shannon | 2009-04-06 | ***** Crazy Shannons furniture emporium Vol1 An ElderScrolls III - Morrowind Mod Resource ***** Created by: Shannon Copyright Information: All thi... |
| 12393 | Canopy Beds Retextured Modders Resource | Resources | MMH | 55-91 | Korana | 2009-04-06 | Adds 24 retextured canopy beds by Dongle...and a black pillow to match a few. Adds these beds: * Silk bed covers * "Romantic" bed covers (two floral,lace, organza) * 2 different leopard print,zebra, fur, and leave print covers. * Black beds with black canopies wit... |
| 12392 | DM Ingredient Pots and Sorter | Resources | MMH | 55-68 | despair | 2009-04-06 | It add a number of pots (95 in total) in which to keep your alchemy ingredients. Each of the pots is hand-glazed and individually painted with a representation of the ingredient it is supposed to hold. Alchemical Ingredient Pots and an Automatic Sorter ... |
| 12391 | Eccentric House and FURNITURE RESOURCE | Resources | MMH | 55-41 | Korana | 2009-04-06 | There are two mods included in this download: Furniture resource is a modders resource. The furniture is mostly retextures of some furniture that Mighty Joe Young from the elderscrolls forums found on the internet and converted for Morrowind use. Some of this furniture has been incl... |
| 12390 | Crazy Shannons Furniture Emporium Vol2 | Resources | MMH | 55-228 | Shannon | 2009-04-06 | Crazy Shannons furniture emporium Vol1 An ElderScrolls III - Morrowind Mod Resource Created by: Shannon |
| 12389 | Nimrod's Tapestries 1.0 | Resources | MMH | 55-240 | Nimrod_Flamehair | 2009-04-06 | Resource for Morrowind Title: Nimrod's Tapestries Version: 1.0 author: Nimrod_Flamehair |
| 12388 | EQ Epics Resource Pack 1 | Resources | MMH | 55-244 | Starwind | 2009-04-06 | Modder created two animated staves to be used as a Modders Resource. |
| 12387 | Groovy Moves for Morrowind Pack Two 1.0 | Resources | MMH | 55-250 | RX31 | 2009-04-06 | Groovy Moves for Morrowind Pack Two V1.0 This is a modder's resource which contains fifteen more dance animations. I didn't hand make these. These are from motion capture files I downloaded from a few of sites. I attempted to make these as seamless as possible but there... |

| ID | Name | Category | Site | Link | Author | Date | Description |
|-----------|--|-----------------|-------------|-------------|----------------------------|-------------|---|
| 12386 | Middle Eastern Tapestries Modder's Resource Pack | Resources | MMH | 55-261 | lochnarus | 2009-04-06 | This is a modders' resource; nothing has been added to the game. In this pack you will find 8 completely different Middle Eastern styled tapestries culled from various sources (internet mostly, but not entirely) and tweaked or altered to fit the mesh. Middle Eastern Tapestries Mo... |
| 12385 | Dark Ordinator helm | Resources | MMH | 55-274 | Joel Braddock aka Mantodea | 2009-04-06 | Spike Helm by Joel Braddock (aka Mantodea) This is intended as a modders resource, so anyone who uses this should already know about installing files and making mods. No permission is required to use this model, but proper... |
| 12384 | Fairies List Addon | Resources | MMH | 55-322 | redwoodtreesprite | 2009-04-06 | Lady E and Proudfoot Fairies List Add Version 1.0 by redwoodtreesprite Fairies by Lady E redwoodtreesprite@yahoo.com http://www.zyworld.com/redwoodtreesprite/Home.htm ... |
| 12383 | Fairies List Addon Fix | Resources | MMH | 55-320 | redwoodtreesprite | 2009-04-06 | Fairies List Add Version 1.0 by redwoodtreesprite Fairies by Lady E redwoodtreesprite@yahoo.com http://www.zyworld.com/redwoodtreesprite/Home.htm |
| 12382 | Groovy Moves for Morrowind Pack One v1.1 | Resources | MMH | 55-318 | RX31 | 2009-04-06 | Groovy Moves for Morrowind Pack One V1.1 This is a modder's resource which contains fifteen new dance animations. Updates include animating the shadow (how on earth could I have missed that) and giving the hands a more relaxed look (they should no longer have stiff stra... |
| 12381 | Silveri's Tapestry Pack 1 | Resources | MMH | 55-332 | Silveri | 2009-04-06 | This is a modders' resource; nothing is added to the game. 60 of the ordinary tapestries, that I made for some variation in the game. There are tapestries with a kind of persian style pattern,fantasy, landscape and ordinary textile pattern. The secret tapestries is listed in the origi... |
| 12380 | Silveri's Misc. (Pack 4) | Resources | MMH | 55-413 | Silveri | 2009-04-06 | This mod contains 60 plates. I have made them, because I like Morrowind to have as much diversity as possible. This is a modders' resource, nothing is placed in game. Included: meshes icons textures |
| 12379 | Runi's Bits v 1.0 | Resources | MMH | 55-422 | Runi | 2009-04-06 | This modder's resource contains new models by Runi. It is unclear whether Runi wanted them generally released or not, and he cannot be contacted at the moment. If the intent was not to release them generally, they will be taken down from public mirrors. These items w... |
| 12378 | Runi's Bits v. 2.0 | Resources | MMH | 55-423 | Runi | 2009-04-06 | Runi's Bits 1.0 included several models of crystal balls, goblets, jugs, pipes, etc. However, when these were placed in-game, it was discovered that the goblets and jugs were 1/4 the size of standard MW drinking goblets. This is a re-release with the items resized. The models ha... |
| 12377 | Lingarn's Landscape Meshes | Resources | MMH | 55-512 | Lingarn | 2009-04-06 | First of all a very very big thank you to two people. Lingarn who made these fantastic meshes of exterior landscaping for use in interior cells. Bravo and thank you so very much again. Next would be GhostWheel for his amazing time saver called NIF Duplicator. It allowed me to make this entire 121... |
| 12376 | Gold Nuggets Pack V1.0 | Resources | MMH | 55-510 | redwoodtreesprite | 2009-04-06 | Adds 6 retextures of Morrowind and Bloodmoon meshes, making gold nuggets. There are two color variations, one darker and one brighter. In total, there are 12 different nuggets. Icons were made for all the nuggets. They have no alpha channels. I have made modder's esp's with the nuggets, ... |
| 12375 | Male-Shirt | Resources | MMH | 55-536 | Durgoth | 2009-04-06 | Modders Resource !!! Untextured Male Meshes included are: UV-Map.bmp texture Male-shirt-LA.NIF - Left Ankle Replacer Male-shirt-chest.NIF - Chest Replacer alpha - alpha channels enabled Requires Better Bodi... |
| 12374 | Dark Silver Sword | Resources | MMH | 55-534 | Unknown | 2009-04-06 | |
| 12373 | Blood and Shadows | Resources | MMH | 55-544 | Qarl | 2009-04-06 | [Shadow on Wall, Blood and Shadows] Shadow on Wall, Blood and Shadows Blood and Shadow Modders Resource by Qarl Qarl@earthlink.net Some flat plane meshes supporting alpha channels with no collision. Some meshes have the same texture but pivot differently so you can place them on different walls. Please feel free to use these in yo... |
| 12372 | T Buildings | Resources | MMH | 55-541 | Thann | 2009-04-06 | new house models, with matching interiors, windows and a door. This is a modder's resource. |
| 12371 | Imperial Buildings | Resources | MMH | 55-550 | Unknown | 2009-04-06 | this is modders resource. theres new houses, and other new imperial stuff to play around. add meshes to morrowind/datafiles/meshes folder and textures to morrowind/datafiles/textures folder |
| 12370 | bringer | Resources | MMH | 55-589 | Unknown | 2009-04-06 | qarl@earthlink.net Just a playable head and modders resource. one of the bringers from Buffy the Vampire Slayer. |
| 12369 | Dark weapon set-alpha | Resources | MMH | 55-582 | Unknown | 2009-04-06 | ***** The Elder Scrolls III Morrowind: Crimson Weapon Set v 0.34 Please email ... |
| 12368 | Jack O Lantern Resource v1.0 | Resources | MMH | 55-591 | Korana | 2009-04-06 | This mod adds to the Construction Set ONLY ((THESE ARE NOT FOUND IN GAME ANYWHERE)) a Jack O' Lantern. The pumpkin is set up as both a light and a miscellaneous item. Can I make the Jack O' Lantern Carryable? No. The lantern is too large to be carryable and will c... |
| 12367 | Last one | Resources | MMH | 55-651 | Thann | 2009-04-06 | Modders Resource creator: Thann this contains 31 new models some houses, weapons, creatures. and clothes. place the meshes to morrowid/datafiles/meshes folder and the textures to morrowid/datafiles/textures folder thats all. Thanks. |
| 12366 | Dongles water meshes (clean) | Resources | MMH | 55-661 | dongle | 2009-04-06 | |
| 12365 | Shields of Crusan | Resources | MMH | 55-664 | AnOldFriend | 2009-04-06 | Shields of Crusan is a modders resource including three new shields, Green Skull Shield, Orange Skull Shield, and a Wood Shield. The shields may be used in any mod however you so wish and you may also do with the shields as wish with a small bit of credit to Lord Crusan and Myself. |
| 12364 | Keldyn's Fantasy Tapestries v1.0 | Resources | MMH | 55-683 | Keldyn | 2009-04-06 | Keldyn's Fantasy Tapestries v1.0 (A Modders Resource) My homage to perhaps the greatest fantasy artist this world has ever seen! Included are 32 hi-res, custom made fantasy styled tapestries for Morrowind. At present there is no included esp so it is up to you to make best use of them.... |
| 12363 | Wooden Armor Mannequins Resource V1.0 | Resources | MMH | 55-675 | ReflectioN | 2009-04-06 | The Elder Scrolls III MORROWIND: Wooden Armor Mannequin Resource V1.0 author: ReflectioN (reflection_nl@yahoo.com) A. Description B. Installing the resource mod C. Credits D. Contact and info... |
| 12362 | Blank Splash Screen Pack PSP v1.0 | Resources | MMH | 55-685 | Szazmyrr3 | 2009-04-06 | This is the source image complete with layers. In Paint Shop Pro Image format. |
| 12361 | Southwestern Rugs Resource | Resources | MMH | 55-697 | lochnarus | 2009-04-06 | Southwestern Rugs - Resource pack author: lochnarus A resource plugin for Morrowind. contains 2 different rugs with models and textures done in a Southwestern style similar to American Indian and Mexican rugs. Textures by lochnarus models by bethesda |
| 12360 | Flame helm | Resources | MMH | 55-710 | Schwaa | 2009-04-06 | Schwaa's Custom Objects - Installation schwaa11@hotmail.com All objects for use in Morrowind. Flame Helm: Not a plugin, just a modders resource. This came from a post at elderscrolls... |

| Id | Name | Category | Site | Link | Author | Date | Description |
|-------|--|-----------|------|---------|----------------------------|------------|---|
| 12359 | Keychain =MR= | Resources | MMH | 55-705 | TESaddict2 | 2009-04-06 | Keychain =MR= author: TESaddict2, tesaddict@drag0nden.net This is simply a modders resource. This does not add the keyring (keychain) into the game. Included in this file is the mesh which can be found in the "Meshes" folder, the texture which is in the "Textures" folder, and th... |
| 12358 | Pentagrams (modders res) | Resources | MMH | 55-712 | Unknown | 2009-04-06 | |
| 12357 | Gimlis Axe Modders Resource | Resources | MMH | 55-715 | Unknown | 2009-04-06 | |
| 12356 | Dual Daedric Cresents | Resources | MMH | 55-721 | Jin Atsuko | 2009-04-06 | Modder's Resource By Jin Atsuko The esp adds the crescent to the editor, there are no references ingame to it. Use as you wish, i recommend changing ... |
| 12355 | BloodRayne Resource Pack | Resources | MMH | 55-733 | SiriusSnape | 2009-04-06 | BloodRayne Resource Pack for Modders and Modellers SiriusSnape This is a resource pack for modders and modellers, and includes playable files for people who want to add them in the Construction Set and play the head and hair in their current state. It is a head and hair set based ... |
| 12354 | Retextured Small Chests | Resources | MMH | 55-761 | Tyger_Lily | 2009-04-06 | Adds 52 retextured small chests/strongboxes to the CS. They are not added in-game, only as a modders' resource. No new meshes, just retext'd versions of the Bethesda ones. Screens are included in the mod. |
| 12353 | Bonsai Trees (resource) | Resources | MMH | 55-760 | Joel Braddock aka Mantodea | 2009-04-06 | Bonsai meshes and icons by Mantodea, created by request. Textures by Bethesda Softworks. Bonsai trees must be added to the game via the construction set. This is free to use without permission. [Files: Meshes-> B-> JEB_BCbonsai.nif JEB_BCbonsai2.nif Icons-... |
| 12352 | Frost Armor Modders resource | Resources | MMH | 55-766 | Thann | 2009-04-06 | Creator: Thann Frost Armor. This is modders resource pack, so you can use it how ever you want. how to use? place the icons to icons folder in you'r "c:\morrowind\datafiles" folder. (create a new folder for the icons) and the textures to you'r... |
| 12351 | faces for modders only | Resources | MMH | 55-846 | Unknown | 2009-04-06 | |
| 12350 | Inferno Axe | Resources | MMH | 55-880 | Wormheart | 2009-04-06 | ***** The Elder Scrolls III MORROWIND: Inferno Axe Version 1.0 ... |
| 12349 | Fire Armor Modders Resource | Resources | MMH | 55-888 | Thann | 2009-04-06 | Creator: Thann Fire Armor. This is modders resource pack, so you can use it how ever you want. how to use? and the textures to your "c:\morrowind\datafiles\textures" folder. create a new folder in the "C:\morrowind\datafiles\meshes" folder... |
| 12348 | Fantasy Wings (Modders Resource) | Resources | MMH | 55-890 | AnOldFriend | 2009-04-06 | |
| 12347 | Wands | Resources | MMH | 55-906 | Thann | 2009-04-06 | Wands creator:Thann this is a modders resource, so you can use these in your own mods how ever you like. place the Nifs to meshes folder. textures to texture folder. icons to icons folder. enjoy. :) |
| 12346 | kwshipmans Rich Furniture Pack Complete v4.0 | Resources | MMH | 55-924 | kwshipman | 2009-04-06 | This is simple modders pack so nothing is added replaced in the game. Due to feedback it now includes an esp to make it easier to place the objects, they are in a cell labeled kw_furn_4. It also includes 3 new meshes edited for me by Sisco. They are a desk and two container tables that... |
| 12345 | Divine Domina - Unused Domina Texture (resource) | Resources | MMH | 55-931 | Unknown | 2009-04-06 | Contain: TX_C_Domina_skirt.dds |
| 12344 | Mushrooms | Resources | MMH | 55-930 | Unknown | 2009-04-06 | this is modders resource, so you can use these as you want in your own mods. just remember to give little credit for me. :) extract the nifs to meshes folder and the textures to the texture folder. |
| 12343 | Staves | Resources | MMH | 55-952 | Thann | 2009-04-06 | staves creator: Thann this is modders resource pack, so use the models as you like. but the nifs to your morrowind\datafiles/meshes folder textures to your morrowind\datafiles/textures folder icons to morrowind\datafiles/icons folder enjoy |
| 12342 | Glowmapped pearls | Resources | MMH | 55-961 | Stalker | 2009-04-06 | The Elder Scrolls III MORROWIND: Glowing pearls |
| 12341 | bows | Resources | MMH | 55-980 | Unknown | 2009-04-06 | There is no readme and only these files. Nordic War Bow... |
| 12340 | The Elder Scrolls Treasury Vol. III Edition 1 | Resources | MMH | 55-983 | Zeph | 2009-04-06 | The Elder Scrolls Treasury Vol. III: TES3 Encyclopaedia. Words, Phrases, Locations and Topics from TES3: Morrowind, its official Plugins and Expansions. 1st edition. A pdf-sourcebook for modders. |
| 12339 | window meshes | Resources | MMH | 55-993 | Shannon | 2009-04-06 | Windows by shannon. A morrowind modders resource. Extract all files to their proper places, yada, yada. Texture credits: Make sure you credit DavidGurrea, and put the address of the 'Quake retexturing project' in your readme: http://www.quake.cz/wincla... |
| 12338 | Player Anim Example | Resources | MMH | 55-1013 | Unknown | 2009-04-06 | Greetings. This is just a little example I worked up to test something; it is not meant to be a full blown mod, or the most wonderful thing you download. Honestly, I wouldn't recommend using this for a long term character. That said, here is what this does: I... |
| 12337 | Nautilus, Wraithguard | Resources | MMH | 55-1018 | Mighty Joe Young | 2009-04-06 | This is ONLY the Nautilus, Wraithguard files (1 mesh, 3 textures) from Mighty Joe Young's Modders Resources 3. |
| 12336 | Furniture Resource | Resources | MMH | 55-1016 | lochnarus | 2009-04-06 | [Table with Drawers] Table with Drawers peices of new furniture models, culled from various websites... A few tables, a cupboard, 3 shelves, dresser drawers, and a higher poly chair. Free for the use in mods, and retexturable. |
| 12335 | kws Rich Furniture Mod Pack | Resources | MMH | 55-1027 | Unknown | 2009-04-06 | ***** ***** kw's Rich Furniture ***** ***** |
| 12334 | Coffin Model | Resources | MMH | 55-1073 | lochnarus | 2009-04-06 | A new model of a coffin. Not much else... This model can be used as anything- a storage device, a bed, or just as decor for a dark, evil place. |
| 12333 | Sofa Resource | Resources | MMH | 55-1072 | lochnarus | 2009-04-06 | new sofa model, done in 3 different texture schemes. Easily rexturable. Poly count: 2738- USE ONLY INDOORS. Will NOT slow FPS down unless many are in one room. |
| 12332 | Fireplace Model v1.0 | Resources | MMH | 55-1080 | lochnarus | 2009-04-06 | Fireplace Model For The Elderscrolls III: Morrowind lochnarus lochnarus@yahoo.com "Synopsis": A new model of a fireplace made out of brick ... |
| 12331 | Dooby Grass V2 | Resources | MMH | 55-1077 | jdooby | 2009-04-06 | DoobyGrass by jdooby 7-06-2004 Description A modder's resource. Some new grass models very suitable for rolling plains or grassy settings. There is something for everyone: short, tall, in-between, sparse, thick, wide and ... |
| 12330 | Low Rez Palm Tree | Resources | MMH | 55-1097 | Mighty Joe Young | 2009-04-06 | No Readme No Textures |
| 12329 | Chaos Armor | Resources | MMH | 55-1094 | Tallguy | 2009-04-06 | No Readme. Glass Re-tex. See admin comments |
| 12328 | items emma's toys | Resources | MMH | 55-1091 | Mighty Joe Young | 2009-04-06 | No Read me |
| 12327 | kws Rich Furniture Mod Pack v.2 | Resources | MMH | 55-1130 | kw | 2009-04-06 | ***** ***** kw's Rich Furniture ***** ***** This is simple modde... |

| Id | Name | Category | Site | Link | Author | Date | Description |
|-----------|---|-----------------|-------------|-------------|-----------------------------|-------------|---|
| 12326 | Cakes and a Scale | Resources | MMH | 55-1143 | Unknown | 2009-04-06 | No Read Me |
| 12325 | New Bed Model | Resources | MMH | 55-1136 | lochnarus | 2009-04-06 | Changes the bed model.Still uses the original texture from Bethesda, so re-textures can work. |
| 12324 | Elven Chain Mesh | Resources | MMH | 55-1156 | Unknown | 2009-04-06 | meshes with texture maps. |
| 12323 | Funkys Sais | Resources | MMH | 55-1161 | thefunkyone | 2009-04-06 | Mod Name : Funky's Sai's Creator : TheFunkyone Date : 01/08/04 |
| 12322 | Miniskirt and Leotard | Resources | MMH | 55-1159 | Lingarn | 2009-04-06 | BB Mini Skirt and Leotard v1.0 author: Lingarn Description: This is a modder's resource, to be used with the Better Bodies... |
| 12321 | Lady Eternity-Pams sitting Mesh Pack. | Resources | MMH | 55-1179 | Unknown | 2009-04-06 | No Readme |
| 12320 | Klostermesh | Resources | MMH | 55-1186 | Unknown | 2009-04-06 | kloster.max |
| 12319 | kws Furniture pack 4 | Resources | MMH | 55-1198 | kw | 2009-04-06 | ***** ***** kw's Rich Furniture v3 ***** ***** This is simple mod... |
| 12318 | glass hall | Resources | MMH | 55-1206 | Mighty Joe Young | 2009-04-06 | No Readme |
| 12317 | Resident Evil Viles | Resources | MMH | 55-1209 | Starcon5 | 2009-04-06 | ***** The Elder Scrolls III Morrowind The Resident Evil Viles ***** CREDIT ***** |
| 12316 | Silveri's Misc. (Pack 2) | Resources | MMH | 55-1219 | Silveri | 2009-04-06 | napkins. of the napkins, has the texture from Silveris misc. pack 1. is new textures. set of forks, knives and spoons in the colours: Gold Green Grey Blue Red Green, grey, blue and red has a gold strip. ... |
| 12315 | Silveri's Furniture Pack 2 | Resources | MMH | 55-1235 | Silveri | 2009-04-06 | Silveris Furniture Pack 2 author: Silveri This is made for modders, no expansions needed. I made this for variation in the game. Includes the 2 wallscreens, in the same 3 woodpatterns and the 12 textiles, as in Silveris Furniture Pack 1. |
| 12314 | Silveri's Rug Pack 1 | Resources | MMH | 55-1239 | Silveri | 2009-04-06 | Silveris rug Pack 1 This is for modders only. It will not place any items in the world. Included are 60 oval rugs and 180 big rugs. The oval and the first 60 big rugs chare the same texture pattern, so it is possible to use both kinds with the same pattern in the same room. ... |
| 12313 | Orc Helm with Glow-Mapped Eyes | Resources | MMH | 55-1247 | TheSiriusSnape & Ger | 2009-04-06 | -----Orc Helm with Glow-Mapped Eyes: Created by TheSiriusSnape----- Only Morrowind is required. This is a modder's resource helm that TheSiriusSnape created for a large mod that will be released in the future. I coincidentally asked if anyone could make an Orcish Helm... |
| 12312 | Staves of the Undying Wind V2 | Resources | MMH | 55-1281 | AnOldFriend | 2009-04-06 | This is a modders resource. There are 3 staves for you to use however you wish. The ESP file is not a mod it simply adds the staves to the editor. |
| 12311 | Asian Dragon Relief Retextures | Resources | MMH | 55-1280 | redwoodtreesprite | 2009-04-06 | retextured variations of a Dragon Sculptural Relief texture from Marlin Studios. The original texture is part of a free sample set, available at: http://www.marlinstudios.com/samples/sampst11.htm All textures are in dds form, and can be viewed and converted to bmps wit... |
| 12310 | 18 new Tapestries (MODDERS RESOURCE) | Resources | MMH | 55-1279 | Unknown | 2009-04-06 | No Readme |
| 12309 | Saints Banners v1.0 | Resources | MMH | 55-1278 | Stalker | 2009-04-06 | This mod adds banners showing all Morrowind saints + Tribunal gods. There are 4 versions of banners... |
| 12308 | colisum & amphitheatre | Resources | MMH | 55-1276 | Mighty Joe Young | 2009-04-06 | |
| 12307 | Dragon Statues - Modders Resource Pack | Resources | MMH | 55-1275 | Miltiades & Ki_Shin_Ju & JB | 2009-04-06 | As seen in-game Dragon Statues Modder's Pack: A Modder's resource for The Elder Scrolls III, Morrowind Compiled by Miltiades, 30-04-2004 Table of Contents: ... |
| 12306 | Imperial Keep Retexture of Elrihn's Keep | Resources | MMH | 55-1303 | redwoodtreesprite | 2009-04-06 | [Imperial Keep Window Choices-Editor] Imperial Keep Window Choices-Editor This is an Imperial retexture of Elrihn's Keep. It includes a main keep piece, two different styles of doors, 3 side towers, a leveling platform (not likely to be needed), an animated unicorn flag, and a one-sided unicorn tapestry. (I didn't include the doorframe, as it is untexturable, and.. |
| 12305 | Middle Eastern Tapestries - Modders resource Pack | Resources | MMH | 55-1299 | lochnarus | 2009-04-06 | [Middle Eastern Tapestries] Middle Eastern Tapestries I GOT TIRED OF THE RATTY, BROWN, ULGY-ASS TAPESTRIES IN MORROWIND! hehe... To allow modders the use of these items in their plugins. This originally started out as a part of my Khajiit Rebellion mod, to be used in it and add color to it...but I have decided not to let the... |
| 12304 | LadyLuck's "Buttons" v1.0 | Resources | MMH | 55-1316 | LadyLuck | 2009-04-06 | This is not a playable plugin. It's meant for modders |
| 12303 | Silveri's Misc. (Pack 1) | Resources | MMH | 55-1326 | Silveri | 2009-04-06 | The set has 26 items in 39 different textures. Mich. Items: Bowls Candles Cup Flasks Glass Goblets Inkwell Jar Lidded Jar Lidded Pot Pitchers Plate Platter Tankard Static it... |
| 12302 | Pot Retexture | Resources | MMH | 55-1323 | Ghoul | 2009-04-06 | This is a replacer, even if it's using a new mesh. Share this on your site if you wish, but with my name. Use this in your mod if you would like to, but include my credit. Because the new mesh you can easilymake this a new object. |
| 12301 | roman pillars | Resources | MMH | 55-1328 | Mighty Joe Young | 2009-04-06 | |
| 12300 | colisium | Resources | MMH | 55-1335 | Mighty Joe Young | 2009-04-06 | |
| 12299 | Small Retextured Mushrooms Modder's Pack 1: Blue | Resources | MMH | 55-1337 | redwoodtreesprite | 2009-04-06 | [Coprinus Retex] Coprinus Retex Adds 12 retextures for Russula mushrooms and 11 retextures for Coprinus mushrooms, all variations of blue. In total, there are 60 retextured Russula Mushrooms and 33 retextured Coprinus. I have made a modder's esp with the mushrooms, but they are not put ingame. |
| 12298 | Staves of the Undying Wind | Resources | MMH | 55-1358 | AnOldFriend | 2009-04-06 | This is a modders resource. There are 3 staves and 2 have 2 versions for you to use however you wish. I included the textures in the NIF files cause I am lazy and have lots of work to do. If you want to retexture the staves let me know and I will send you a texturable version. The ESP file only a... |
| 12297 | Maps of Tamriel v1.0 | Resources | MMH | 55-1376 | Stalker | 2009-04-06 | This mod adds maps of most of Tamriel regions. Maps come in two "versions": scroll and poster. This mod won't add anything to the game. ESP's main purpose is easy merging with other mods. This mod won't modify you save games. It's compatible with all known and unknown mods. |
| 12296 | Weapons of the Undying Wind | Resources | MMH | 55-1375 | AnOldFriend | 2009-04-06 | This is a modders resource. Included are 4 brand new staves and 2 brand new swords created by me of course. |
| 12295 | Kagrenac's Spinx v1.0 | Resources | MMH | 55-1403 | Mighty Joe Young | 2009-04-06 | just a spinx,14,00 poly so ,low end user ,i'm sorry,but it's only 3 npc in the same place or least if u think about it,the head is lots because of the curves on the mesh. |
| 12294 | egyptian stuff for modders | Resources | MMH | 55-1413 | Mighty Joe Young | 2009-04-06 | just a spinx,14,00 poly so ,low end user ,i'm sorry,but it's only 3 npc in the same place or least if u think about it,the head is lots because of the curves on the mesh install in mw data files,added some extra,high #is the finish,#3,other one's need retexture, there is 2 th... |

| ID | Name | Category | Site | Link | Author | Date | Description |
|-----------|--|-----------------|-------------|-------------|-------------------|-------------|--|
| 12293 | Fixed b_n_snow_elf_female_bod.bmp | Resources | MMH | 55-1411 | Unknown | 2009-04-06 | |
| 12292 | Basic Spear | Resources | MMH | 55-1423 | Unknown | 2009-04-06 | No Readme |
| 12291 | The Elder Scrolls Treasury Vol. I Edition 2 | Resources | MMH | 55-1440 | Zeph | 2009-04-06 | The official Books, Scrolls and Notes of TES3: Morrowind, its official Plugins and Expansions. |
| 12290 | Atmospheres | Resources | MMH | 55-1445 | Unknown | 2009-04-06 | thanks to undulation for some of the textures. this adds some meshes that can be used for building a sky. The domes are see through, and whatever color fog you choose will show through. There is also a flat animated cloud mesh that goes well with them. You can use these for... |
| 12289 | Silveri's Stone walls v1.0 | Resources | MMH | 55-1461 | Silveri | 2009-04-06 | This is for modders only. It's the In_c stonewalls that I have given new textures. It's in the brown colour range, so I think it blends well with the original Morrowind. I have included pictures. Or look here: www.silveri.dk |
| 12288 | Silveri's Misc (Pack 3) | Resources | MMH | 55-1465 | Silveri | 2009-04-06 | This mod includes 12 barrels, 2 types of chests 12 of each, 24 baskets and 39 Jars. The barrels and the chests have the same textures. The baskets have new textures. The jars have the same textures as the items in Silveris misc. pack 1 and some of the napkins in Silveris misc. p... |
| 12287 | Marble Book Shelves and Beds v1.0 | Resources | MMH | 55-1503 | windomace | 2009-04-06 | Marble Beds Readme The modle does not belong to me it belongs to Dongle, I just retextured them. If I packaged this right just unzip into /DATA Files folder. Marble Book Shelves Original meshes from the game I just retextured. |
| 12286 | Bright Retextured Mushrooms Modder's Pack 1 v1.0 | Resources | MMH | 55-1510 | redwoodtreesprite | 2009-04-06 | Bright Retextured Mushrooms Modder's Pack 1: Spotted Emperor Parasols and Muckpods Version 1.0 Adds 12 retextured mushroom meshes and 17 textures for modder use. There are 6 retextured Emperor Parasols and 6 retextured Muckpod_01s. I have made a modder's esp with the mushroom... |
| 12285 | Marble Beds v1.0 | Resources | MMH | 55-1512 | windomace | 2009-04-06 | The modle does not belong to me it belongs to Dongle, I just retextured them. If I packaged this right just unzip into /DATA Files folder. |
| 12284 | Sandstone-v0.9b | Resources | MMH | 55-1532 | Jason Hoffoss | 2009-04-06 | Test cell for sandstone tile set |
| 12283 | Marble Tubs Tables and Shelves | Resources | MMH | 55-1561 | Windomace | 2009-04-06 | The tub model does not belong to me, and I can not remember who it was by, all I did was retexture it. The tables and shelves are standard Morrowind stock. |
| 12282 | Trashheap | Resources | MMH | 55-1615 | LadyLuck | 2009-04-06 | No Readme |
| 12281 | Marble Chairs | Resources | MMH | 55-1614 | windomace | 2009-04-06 | Marble Chairs are original stock, just retextured. |
| 12280 | Black Unicorn Retexture Modder Resource | Resources | MMH | 55-1628 | redwoodtreesprite | 2009-04-06 | A retexture of Lady Eternity's unicorn resource. This is a modders' resource; nothing is placed in game. All of the required files for the unicorn are included, so no other download is needed. Detailed instructions for adding the unicorn to the game are included. |
| 12279 | Flowing Lava v2 ver1.1 | Resources | MMH | 55-1634 | Detrius2004 | 2009-04-06 | changes from version 1: I removed the alpha channals from the textures, and tweaked them so now they are opaque and brighter. These mods are only modders' resources. I hope the modding community finds them useful. Uncompress with Winrar into the data files folder. The mod ti... |
| 12278 | Phoebes Misc Pack 2 | Resources | MMH | 55-1646 | Phoebe | 2009-04-06 | PHOEBE'S MISC PACK 2 4-11-2004 *INTENDED FOR MODDERS* DESCRIPTION: This retexture set includes 92 miscellaneous items, 4 planters, 4 jewelry chests & 32 candlesticks. These are not available in-game as of now. They are for modders to use when making ... |
| 12277 | Phoebes Misc Pack 1 v.2.0 | Resources | MMH | 55-1642 | Phoebe | 2009-04-06 | This adds 120 miscellaneous recolored items & 40 recolored candlesticks to the game. These are not available in-game as of now. They are for modders to use when making mods. The screenshot included with this file gives lets you see everything. There are five glass textures the colors b... |
| 12276 | Marble Desks and Wallscreens | Resources | MMH | 55-1640 | windomace | 2009-04-06 | Marble Desks and Wallscreens Original meshes from the game I just retextured. |
| 12275 | Flowing Lava v1.0 | Resources | MMH | 55-1652 | Detrius2004 | 2009-04-06 | These mods are only modders' resources. I hope the modding community finds them useful. Uncompress with Winrar into the data files folder. The mod titled "flowing lava" adds three objects to the construction set that look like flowing lava. Under the "Activator" tab de... |
| 12274 | Phoebes Modders Pack 3 (Paintings) | Resources | MMH | 55-1663 | Phoebe | 2009-04-06 | This retexture set includes 84 floral still life paintings. There are 20 square paintings each has 3 frames types. 2 horizontal in 3 frame types. And 3 pairs of Verticals (these are mirror images of each other in 3 frame types. These are not available in-game as of now. They are for modders to us... |
| 12273 | Shannons Retextured Closets and Cupboards | Resources | MMH | 55-1656 | Shannon | 2009-04-06 | retextures stock MW meshes with stock MW textures. No read me included |
| 12272 | Shannons Retextured Chests | Resources | MMH | 55-1679 | Shannon | 2009-04-06 | An assortment of re-textured chests for modders to use. No readme included |
| 12271 | Canopy Beds Modders Pack | Resources | MMH | 55-1678 | Korana | 2009-04-06 | Adds 24 retextured canopy beds by Dongle...and a black pillow to match a few. Adds these beds: * Silk bed covers * "Romantic" bed covers (two floral,lace, organza) * 2 different leopard print,zebra, fur, and leave print covers. * Black beds with black canopies with a leopa... |
| 12270 | Common Furniture Reskin w/ Cherry Wood Texture | Resources | MMH | 55-1688 | danhaab | 2009-04-06 | This is a modders resource. An esp file has been included for convenience. The esp has been cleaned with TESAME. This mod DOES NOT require Bloodmoon or Tribunal. No credit is necessary if you happen to use the reskinned furniture, but an email would be appreciated so I can see your work |
| 12269 | Dark Telvanni Construction Set v1.0 | Resources | MMH | 55-1694 | Kieve | 2009-04-06 | Nothing was added to the game world itself. Four "Demo" cells were created for testing purposes: they show "Tel Branora" and "Tel Mora" done in DT units. The interior pieces, doors, and custom flora are laid out in two other cells. All meshes are original MW Telvanni units (barring... |
| 12268 | mjy2 | Resources | MMH | 55-1700 | Mighty Joe Young | 2009-04-06 | No Readme, Here is a list of the archive contents... |
| 12267 | Tree Village Model Set 1 | Resources | MMH | 55-1709 | AnOldFriend | 2009-04-06 | This is a modders resource it does NOT add anything to the game. There are 6 diferent models in this set without interiors, sorry, maybe if I feel like doing some more work on these models I will include some interiors later. |
| 12266 | Flame Armor | Resources | MMH | 55-1715 | GateKeeper | 2009-04-06 | |
| 12265 | Flowing Lava Final | Resources | MMH | 55-1723 | Detrius2004 | 2009-04-06 | These mods are only modders' resources. I hope the modding community finds them useful. Uncompress with Winrar into the data files folder. The mod titled "flowing lava final" adds three objects to the construction set that look and sound like flowing lava. Under the "light"... |
| 12264 | mjy | Resources | MMH | 55-1727 | Mighty Joe Young | 2009-04-06 | No Readme, Here is a list of the contents of the archive... |
| 12263 | Daedric Tower | Resources | MMH | 55-1735 | AnOldFriend | 2009-04-06 | This is a modders resource it does NOT add anything to the game. This model is completley original work by yours truly if they resemble any work done by someone else it is purely coincidence. There is 2 texture variations packed into 2 different rar files since I dont know how to make 2 texture s... |
| 12262 | Athene Statue | Resources | MMH | 55-1729 | AnOldFriend | 2009-04-06 | This is a modders resource it does NOT add anything to the game. Simply it is a statue of the greek goddess Athene. I found this model on the web so in no way is it mine I am not good enough to do this type of modeling. I simply DL the model retextured it and nifed it for yall to use however you ... |
| 12261 | bb Cloth Armor | Resources | MMH | 55-1739 | Unknown | 2009-04-06 | No Readme See Admin Comments |

| Id | Name | Category | Site | Link | Author | Date | Description |
|-----------|--|-----------------|-------------|-------------|----------------------------|-------------|--|
| 12260 | Common Window Retexture | Resources | MMH | 55-1744 | danhaab | 2009-04-06 | This is a modders resource. An esp file has been included for convenience. The esp has been cleaned with TESAME. No credit is necessary if you happen to use the reskinned windows, but an email would be appreciated so I can see your work. |
| 12259 | Varieties of jdooby's Trees with a Forest v1.0 | Resources | MMH | 55-1757 | ayse | 2009-04-06 | Varieties of jdooby's Trees with a Forest 03/09/28 author: ayse ayse_morrowind@hotmail.com http://freett.com/varvarvar/ |
| 12258 | Belgian Beer Bottles v1.0 | Resources | MMH | 55-1770 | acs | 2009-04-06 | No readme. Beer bottles. |
| 12257 | Soap Collection v1.0 | Resources | MMH | 55-1780 | LadyLuck | 2009-04-06 | This is not a playable plugin. It's meant for modders! Meshes by Bethesda, retextured by LadyLuck. |
| 12256 | Varieties of Lady E's Trees with a small Forest v1.0 | Resources | MMH | 55-1788 | ayse | 2009-04-06 | Varieties of Lady E's Trees with a small Forest 03/09/19 author: ayse ayse_morrowind@hotmail.com http://freett.com/varvarvar/ |
| 12255 | Varieties of N'Dib Trees with a small Forest v1.0 | Resources | MMH | 55-1793 | ayse | 2009-04-06 | Retextured N'Dib Trees. There are 72 new trees. In South island of Eboheart, you can see all trees. This forest is small, heavy and realistic. Object IDs. /Static/ndib_tree_g*_*_ayse |
| 12254 | Varieties of Dracus's Trees with a small Forest v1.0 | Resources | MMH | 55-1802 | ayse | 2009-04-06 | Varieties of Dracus's Trees with a small Forest 03/09/24 author: ayse ayse_morrowind@hotmail.com http://freett.com/varvarvar/ |
| 12253 | New Darkelf Vampire Head | Resources | MMH | 55-1801 | Unknown | 2009-04-06 | |
| 12252 | Brown Assassins Daggers | Resources | MMH | 55-1808 | Unknown | 2009-04-06 | |
| 12251 | Open Indoril Helm | Resources | MMH | 55-1829 | Joel Braddock aka Mantodea | 2009-04-06 | No read me This is 1 mesh. Exactly what it says. |
| 12250 | Asymmetric Better Bodies Nifs | Resources | MMH | 55-1832 | Reavance | 2009-04-06 | |
| 12249 | Asymmetric Better Bodies Nifs with glowmaps | Resources | MMH | 55-1841 | Reavance | 2009-04-06 | This includes eight nifs intended for race modders, four of which are glowmapped and are named as such. They have been set to have each side of the body have a separate texture so that race modders can do asymmetric (different on each side)scars, tattoos, etc. BB=Better Bodies M=Male F=... |
| 12248 | Gold Helm of Tohan | Resources | MMH | 55-1877 | Unknown | 2009-04-06 | |
| 12247 | Black Assassins Daggers | Resources | MMH | 55-1883 | Unknown | 2009-04-06 | No read me |
| 12246 | Recolored Nordic and Imperial Test | Resources | MMH | 55-1963 | Szazmyrr3 | 2009-04-06 | This mod adds recolors of all Nordic and Imperial Buildings. |
| 12245 | Armor Racks non-playable | Resources | MMH | 55-1996 | TheBurningLich | 2009-04-06 | Hi, the burning lich here, heres a little note on the armor racks,add in your mods, dont expect them to be placed in game already. they are to help you make your mods. they work a little more like armor racks than mannequins. they have 0 mercentile so you can buy things back from them ea... |
| 12244 | Blank Master File Version 2.0 | Resources | MMH | 55-2057 | Rizzen | 2009-04-06 | This is a Blank Master file Which you may use if you are thinking about making a Total Conversion of Morrowind. You MUST have both Tribunal and Bloodmoon installed to use the ESM. |
| 12243 | Blank ESP | Resources | MMH | 55-2083 | Kugai aka Matthew Wilson | 2009-04-06 | Blank.esp Readme.date: 17/02/2003 Kugai What is it? DO NOT RUN MORROWIND WITH THIS FILE SELECTED IN YOUR DATEFILES!!!! FOR MODDERS PLANNING A TC ONLY!!!!!!! Goto the website below if you're unsure you need this... |
| 12242 | TheBurningLiches Tools for Home making. | Resources | MMH | 55-2070 | TheBurningLich | 2009-04-06 | This is NOT a playable mod- it simply is for if you are making a house and want new mannequin or practice dummy meshes. look for npc's with the ID of "A liches mannequin" or "ZZZZ_mypracticdummy" (the names will be something like those) i am fine with you using these if you put me in the credits... |
| 12241 | Chairs | Resources | MMH | 55-2085 | jaketesnake | 2009-04-06 | |
| 12240 | jjs Alchemy Jars v1.0 | Resources | MMH | 55-2098 | Andoreth | 2009-04-06 | jjs Alchemy Jars author: Andoreth contact: andoreth@msn.com or andoreth at the Morrowind main site forums. What this mod adds: This is just a series of labeled alchemy jars that can be added to the game via the construction set. They are not plac... |
| 12239 | Empty ESM | Resources | MMH | 55-2097 | Thread_Whisperer | 2009-04-06 | Cleaned of land, and some dialogue, this master file is designed for those who wish to create Total Conversions based on Morrowind files, Tribunal Files, AND Bloodmoon Files. |
| 12238 | Tree Pack v0.1 | Resources | MMH | 55-2127 | jdooby | 2009-04-06 | Forests are now possible! For a long time now, the Morrowind modding community has had hopes and dreams of creating forests to roam and to build new mods with. Unfortunately, this was not feasible with the original trees unless you had a super-gaming machine. FPS would take a plunge an... |
| 12237 | Imperial Staircase | Resources | MMH | 55-13370 | TaroustheSlayer | 2009-04-11 | Just a Hlaalu staircase retextured to suit your imperial needs.This is just a resource and includes only the model. P.S. It will be affected by texture replacers. |
| 12236 | More Crates | Resources | MMH | 55-13369 | Phaedrus | 2009-04-11 | A modders resource that adds 20 new crates, to increase the variety of available crates. There's only TWO in the original game, for crying out loud. Added are crates marked with symbols (originally from signs) of the Mage's Guild, the Fighter's Guild, Armorer, and A... |
| 12235 | More Lights | Resources | MMH | 55-13380 | Phaedrus | 2009-04-15 | A collection of 48 new chandeliers, sconces, and table lamps for Morrowind. This is a modder's resource; nothing new is added to the game. Many of these lights are animated with candle flames, and extinguished versions of each light are included. There is one ... |
| 12234 | NioLiv Clothing Collection Expansion I | Resources | MMH | 55-13385 | Plangkye | 2009-04-23 | Vol. I: Dresses These are several variants of NioLiv's dress models with sleeves transplanted from her various shirts and other dresses. I have tried to make as many sleeve/body permutations as I can with this. Credit goes to NioLiv for the original models. The UV textur... |
| 12233 | Wooden Armor Mannequin Resource v1.0 | Resources | MMH | 55-2141 | ReflectioN | 2009-04-24 | Every now and then a question comes up on the Elderscrolls Forums about wooden armor mannequins and how to make them. I've created this little resource mod to enable people to make their own wooden armor mannequins. This mod is just a modder's resource. It contains no esp file and no wooden armor... |
| 12232 | Sinister Glass 1 | Resources | MMH | 55-2143 | Mighty Joe Young | 2009-04-24 | mighty joe young install in morrowind folders used to your heart's content. don't need to ask,just put my name that i built the stuff have fun!! |
| 12231 | Sinister Glass 2 | Resources | MMH | 55-2144 | Mighty Joe Young | 2009-04-24 | mighty joe young install in morrowind folders used to your heart's content. don't need to ask,just put my name that i built the stuff have fun!! |
| 12230 | Sinister Glass 3 | Resources | MMH | 55-2145 | Mighty Joe Young | 2009-04-24 | mighty joe young install in morrowind folders used to your heart's content. don't need to ask,just put my name that i built the stuff have fun!! |
| 12229 | Thepal's Blank | Resources | MMH | 55-2330 | Thepal | 2009-04-24 | Blank.esp by Thepal What is it? My blank.esp is basically a base for TC (Total Conversions) to be made off of. The entire world has been deleted so you can create a world from scratch. The objects still all exist in the TESCS, just not in the world itself. Some scripts are s... |
| 12228 | Gold Nuggets Pack V2.0 | Resources | MMH | 55-2163 | redwoodtreesprite | 2009-04-24 | Adds 6 retextures of Morrowind and Bloodmoon meshes, making gold nuggets. There are two color variations, one darker and one brighter. In total, there are 12 different nuggets. Icons were made for all the nuggets. They have no alpha channels. I have made modder's... |

| ID | Name | Category | Site | Link | Author | Date | Description |
|-----------|--------------------------------------|-----------------|-------------|-------------|--------------------------|-------------|---|
| 12227 | Arena | Resources | MMH | 55-2156 | redwoodtreesprite | 2009-04-24 | [Sense Of Scale] Sense Of Scale This is the Arena model by Andrea "McFarland" Chiantore. It is a very large single mesh. It has a huge seating area, entrance tunnel, "royalty box", and a platform surrounded by pillars, all one single mesh. (The picture outside of the screenshot folder is of the arena inside of ... |
| 12226 | True Gold - Gold coin retexture | Resources | MMH | 55-2181 | FrostByte | 2009-04-24 | True Gold - Gold coin retexture[]By: FrostByte To install just drop the textures or your choice, mip mapped or non-mip mapped, into your Morrowind/Data Files/Textures folder. Feel free to use these textures in your mods as you will. Asking permission from me is not necessary. Have ... |
| 12225 | BBAsymHands | Resources | MMH | 55-2215 | Unknown | 2009-04-24 | No readme |
| 12224 | Blank ESP | Resources | MMH | 55-2300 | Kugai aka Matthew Wilson | 2009-04-24 | What is it? Blank.esp Readme.date: 17/02/2003 Kugai DO NOT RUN MORROWIND WITH THIS FILE SELECTED IN YOUR DATEFILES!!!! FOR MODDERS PLANNING A TC ONLY!!!!!!! Goto the website below if you're unsure you need this... |
| 12223 | TreePack Texture Fix | Resources | MMH | 55-2293 | jdooby | 2009-04-24 | jd_treebark3.dds |
| 12222 | Unused Statics | Resources | MMH | 55-2326 | Unknown | 2009-04-24 | Nifs for a variety of things. No new textures. |
| 12221 | Sapphire Staff | Resources | MMH | 55-2328 | Unknown | 2009-04-24 | dds & max files Thumbnail is from the dds file. |
| 12220 | Woodland Furniture Pack v1.0 | Resources | MMH | 55-2329 | Qarl | 2009-04-24 | new meshes for modder's. All made out of plants. A bed, table, chair, and a blanket of leaves for the bed. Not placed in game. |
| 12219 | PJStaabs Textures v1.0 | Resources | MMH | 55-2306 | PJStaab | 2009-04-24 | Description ===== Just a few modders resource textures to use in your mod. |
| 12218 | Nimrod's Shopsigns | Resources | MMH | 55-2331 | Nimrod | 2009-04-24 | This is a modder's resource for Morrowind adding 40 shopsigns. Only the meshes and textures are included in this pack, so you will have to add the shopsigns yourself in the editor. Note: the RAR file unzips to a 7zip. All images are from Herosinger as uploaded to The El... |
| 12217 | NioLiv's Harem Meshes Add-On v1.0 | Resources | MMH | 55-2699 | NioLiv | 2009-04-24 | This is an add-on for my previously released clothing mesh collection for Better Bodies. The pack contains a pair of baggy pants, two puff sleeved shirts with sleeve bands and flared sleeves, two veils suited for non-beast characters, and one veil that fits Khajiits. All meshes in this pack are s... |
| 12216 | mannequin | Resources | MMH | 55-2779 | Indigo | 2009-04-24 | This is not a complete plugin, but rather a base plugin that can be merged with other plugins. It adds a race (Mannequin) and creates a very useful Mannequin that can be dressed however you like. |
| 12215 | Jack O Lantern Resource v2.0 | Resources | MMH | 55-2946 | Korana | 2009-04-24 | This mod adds to the Construction Set ONLY ((THESE ARE NOT FOUND IN GAME ANYWHERE)) a Jack O' Lantern. The pumpkin is set up as both a light and a miscellaneous item. Can I make the Jack O' Lantern Carryable? No. The lantern is too large to be carryable and will cut in... |
| 12214 | Picket Fence v1.0 | Resources | MMH | 55-2947 | Greybeard | 2009-04-24 | This set of picket fence pieces is based on Baalthazaars' picket fence pieces, but sized and arranged so the pieces can be "snapped" together with the grid and angle settings. There are three sets of 8 fence pieces (normal, old and broken), 2 sets of the three gate pieces, as well as the post, ... |
| 12213 | Gold | Resources | MMH | 55-2948 | Korana | 2009-04-24 | Adds a gold "genie" light (retextured Redware Lamp) to the Construction Set. ***** To use- This is intended for modder's use (made by request). The lamp is currently added as a light with the item ID "KO_Gold_Lamp"... |
| 12212 | Ginger Jar | Resources | MMH | 55-2949 | Calislahn | 2009-04-24 | Ginger Jar by Calislahn ***** This was something I made a long time ago when I was messing about with max, something I didn't keep up for long as I found somebody far better than me to make things for me ;) I am releasing it now as I thought it might ... |
| 12211 | Printing Press | Resources | MMH | 55-2953 | dongle | 2009-04-24 | We see mass-produced books all over Morrowind, yet no printing presses. This mesh is intended to correct that. All original model, made by me from scratch in 3Ds Max. Textures are from the stock game. Only a .nif model is included, there is no playable mod. It is a resource ... |
| 12210 | Dwemeris Script - A Dwemer Rune Font | Resources | MMH | 55-2956 | dongle | 2009-04-24 | This is a font based on the Dwemer lettering system found in the Elder Scrolls RPG series by Bethesda Softworks. |
| 12209 | Dwemeris Book - A Dwemer Rune Font | Resources | MMH | 55-2957 | dongle | 2009-04-24 | This is a font based on the Dwemer lettering system found in the Elder Scrolls RPG series by Bethesda Softworks. The third edition, Morrowind, features two books: The Egg of Time and Divine Metaphysics. The runes in this font are based on the ones found in those books. |
| 12208 | Windmills | Resources | MMH | 55-2958 | dongle | 2009-04-24 | Some animated windmill models for Morrowind. Wind-driven sawmill and grainmill meshes. Both are fully animated, with spinning windmill blades, gear driven shafts, working saw, and grain grindstone. They include matching exteriors and interiors. Mesh... |
| 12207 | Weapons Pack | Resources | MMH | 55-2959 | dongle | 2009-04-24 | Some melee weapons for use in Morrowind mods An assorted collection of arrows, axes, spears, and swords which were made for various mod teams. The oldest and simplest, the yari spear, was made almost two years ago in May '03. The newest ... |
| 12206 | Dongle's Water Pack | Resources | MMH | 55-2960 | dongle | 2009-04-24 | A Collection of Animated Water Meshes for Morrowind This is a collection of animated water meshes for world builders to use in Morrowind. No playable mod is included in this pack, nor any new textures, just .nif files. Use 'em anyway yo... |
| 12205 | Tree House | Resources | MMH | 55-2962 | dongle | 2009-04-24 | A Tree House for use in Morrowind mods A massive three-story tree-trunk hollowed out into a home. Doorways, balconies, windows, walks, and stairways wrap all around the trunk. An interior with matching doorways and internal stairwell is ... |
| 12204 | Stone Animal Statues | Resources | MMH | 55-2964 | dongle | 2009-04-24 | Stone Animal Statues for use as decoration in Morrowind mods Three of the Bloodmoon animals - Bear, Boar, and Wolf - re-realized as stone statues. Nice decorations for any rustic home. The wolf is available in three poses. |
| 12203 | Shinto Shrine | Resources | MMH | 55-2965 | dongle | 2009-04-24 | A Shinto Shrine for use in Morrowind mods A small rustic building inspired by even smaller model of a Shinto Shrine. This was also the basis for mod for the game Rune, ages ago. One mesh of the exterior, one for the interior, one door, a... |
| 12202 | Ranger's Equipment | Resources | MMH | 55-2966 | dongle | 2009-04-24 | Some Ranger's equipment for use in Morrowind mods A collection of accessories for the outdoorsy ranger types. A Celtic style metal-bound wooden shield, a leather quiver, a horn with raven carvings, and a Viking style tent. |
| 12201 | Oblivion Fonts | Resources | MMH | 55-2969 | dongle | 2009-04-25 | Contains 2 versions Oblivion Script - A Daedric Letter Font "author": dongle VERSION 1.0 NOTES: This is a font based on the Daedric lettering system found the Elder Scrolls RPG series by Bethe... |
| 12200 | Nordic Halls | Resources | MMH | 55-2970 | dongle | 2009-04-25 | |
| 12199 | Musical Instrument Pack | Resources | MMH | 55-2971 | dongle | 2009-04-25 | Musical Instrument Pack v1.1 by dongle Some new musical instrument models for Morrowind. Adds five new models; Harpsichord, Gong, Drum, Marimba, and Celtic Harp. Additionally a wieldable percussio... |
| 12198 | Mehrune's Accessories | Resources | MMH | 55-2972 | dongle | 2009-04-25 | Mehrune's Accessories from dongle Some Daedric equipment for use in Morrowind mods A collection of miscellaneous Daedric inspired models. These were originally made for |

| Id | Name | Category | Site | Link | Author | Date | Description |
|-----------|--|-----------------|-------------|-------------|--------------------------------|-------------|--|
| 12197 | Lighthouse | Resources | MMH | 55-2973 | dongle | 2009-04-25 | Lighthouse by dongle An animated lighthouse for Morrowind. A lighthouse model with a beam of "light" animated to pan around the sky. Includes two exteriors as well as upper and lower interiors. ... |
| 12196 | Chinese Junk | Resources | MMH | 55-2974 | dongle | 2009-04-25 | Chinese Junk from dongle A Chinese Junk model for use in Morrowind mods A basic model of a Chinese Junk sailing ship. One exterior, and one interior, model are inclu... |
| 12195 | Imperial Gates Pack v1.0 | Resources | MMH | 55-2975 | Dongle | 2009-04-25 | A replacement for the boring, wimpy, Imperial doors. Two styles of medieval doorways -- one solid, one with gaps you can see through -- in large and small sizes. Door jambs are included that fit the standard Imperial exterior wall arches, the interior four-way, and a more substantial door frame t... |
| 12194 | Glass Window Pack | Resources | MMH | 55-2976 | dongle | 2009-04-25 | Glass Window Pack by dongle This is a package of eight translucent glass windows for use in Morrowind mods. The first style is a plain pane of glass you can tile to fill an opening. They come as f... |
| 12193 | Glass Dome | Resources | MMH | 55-2977 | dongle | 2009-04-25 | Glass Dome by dongle This is a transparent glass dome for use in Morrowind mods. A geodesic dome with a wooden frame and transparent antique glass texture. A good use would be for an ashlands gree... |
| 12192 | Glass Display Case | Resources | MMH | 55-2978 | dongle | 2009-04-25 | Glass Display Case v1.1 by dongle A glass display case to show off your loot. The display case has animated front doors. By setting it up as an activator, and attaching the included script, they w... |
| 12191 | Glass Door Pack | Resources | MMH | 55-2979 | dongle | 2009-04-25 | Glass Door Pack by dongle This is a package of translucent glass doors for use in Morrowind mods. There are two arched, and one square door. Each has a choice of plain glass, or with diamond leadi... |
| 12190 | Elizabethan Galleon | Resources | MMH | 55-2980 | dongle | 2009-04-25 | Elizabethan Galleon by dongle An Elizabethan Galleon for Morrowind. A large, three-masted, four-sailed, long-distance, sailing ship model. Reminiscent of those in use around our year 1500. |
| 12189 | Druid's Staff | Resources | MMH | 55-2981 | dongle | 2009-04-25 | Druid's Staff from dongle A Druid's Staff for use in Morrowind mods A wooden staff, with optional leaves, and glowing tree-pod thingies. Modeled to have a half... |
| 12188 | Creepy Trees | Resources | MMH | 55-2983 | Wildman | 2009-04-25 | [http://treyleavens.webs.com/downloads.htm] http://treyleavens.webs.com/downloads.htm You guessed it- a resource for creepy trees released on the official forums. If anyone recognizes this let me know who created it. Modders resource only, no .esp file. |
| 12187 | Samurai Helm v1.0 | Resources | MMH | 55-2992 | Crazyboy | 2009-04-25 | A samurai helm by Crazyboy. Part of Morrowind Workshop. the archive contains just the nif file unzips to an ace file thumb is from Morrowind Workshop there is no readme |
| 12186 | Re-sized Skull Crusher | Resources | MMH | 55-13388 | Dragon_Lance | 2009-04-26 | This is a simple replacer for the hammer Skull Crusher which simply downsizes it to conform to a more natural shaped hammer. All it comprises of is a mesh. "Installation": I did this as a request and I figured it would nice to share. It is just a simple mesh. Install the... |
| 12185 | Pseudo Speedtree for Morrowind | Resources | MMH | 55-2995 | Qarl | 2009-04-26 | Modder resource. No ESP. Just models and textures. Basically this is 3 models which are two dimensional planes which always face the player and are always verticle. One has a tree, one has a bush, and one has grass. The planes have alpha channels on them. So they're basically sprites. The reason ... |
| 12184 | Crystals | Resources | MMH | 55-2997 | Qarl | 2009-04-26 | Various forms and sizes of crystals for modders. Placed in the CS but not in-game. All models are translucent and reflection-mapped. |
| 12183 | Bleach Wood Bookshelf Minimod | Resources | MMH | 55-2998 | Wytch | 2009-04-26 | Bleach Wood Bookshelf Minimod by wytch Version History: 1.0 Recoloured the wood... |
| 12182 | Asymmetric Better Bodies Nifs | Resources | MMH | 55-2999 | Reavance | 2009-04-26 | ***** The Elder Scrolls III MORROWIND: Asymmetric Better Bodies Nifs - Modder's resource by ... |
| 12181 | Asymmetrical Hands for Better Bodies | Resources | MMH | 55-3000 | MagicNakor | 2009-04-26 | No Readme ===== PES site: Just a resource for those modders that make custom races. These are asymmetrical texture mapped and glowmapped hands for Better Bodies 2.2. |
| 12180 | Moon Script | Resources | MMH | 55-3002 | RpgFan101 (prev: GreenLink101) | 2009-04-26 | Name MoonScript Author RpgFan101 Submitted / Updated 12-09-2006 / 12-15-2006 Category Modders Resources Requires &... |
| 12179 | Try On Clothing Demo | Resources | MMH | 55-3003 | Enmesharra | 2009-04-26 | This is a modder's resource for all you clothing creators. These scripts show you how to set up a "try before you buy" option in your shop. The player can ask to try on clothing which unlocks a chest. The player can remove the items and see how they look but cannot leave the cel... |
| 12178 | N'Dib Terrain Cliffs v1.0 | Resources | MMH | 55-3051 | Eric Henry | 2009-05-12 | N'Dib Terrain - Cliffs 1.0 *-----** What is it? *-----* This is a set of snap-together cliff meshes. They're intended for modders doing new terrain or dungeons. A few ideas: Line your next mountainside with a steep cliff. Cut ... |
| 12177 | N'Dib Trees v1.5 | Resources | MMH | 55-3067 | Eric Henry | 2009-05-12 | This is a set of several new trees and stumps of the same tree type intended for modders to use; it won't actually add anything to the game. A bare .esp containing just the new statics is included This version has optimized all 6 tree models. Poly counts went down approximately 50-200 faces depen... |
| 12176 | Council Books | Resources | MMH | 55-3088 | Stalker | 2009-05-12 | This is a textures for all Six Great Houses Council Books. There's no ESP so nothing was added to the game. You must do it manually. |
| 12175 | Zyndaar's Modular Castle Set v1.5 | Resources | MMH | 55-3099 | Zyndaar | 2009-05-12 | [Styles] Styles The standard set can be found in the cell !!Zs_Amazing_Modular_Sets As well as one piece from each style |
| 12174 | KI Stone Tops v1 NonTribunal | Resources | MMH | 55-3125 | Kiriel | 2009-05-12 | KI Stone Tops V1 by Paschors Kiriel@worldnet.att.net DEPENDANCIES----- Morrowind. DESCRIPTION----- This set of statics is made up of the bar/counters and the two container tables. They hav... |
| 12173 | TF_fireplace_modpack_v1 | Resources | MMH | 55-3145 | TextureFreak | 2009-05-12 | Description: This mod adds 20 retextured fireplaces. 10 furn_fireplace_10 versions and 10 in_nord_fireplace versions. I've included the picture fireplaces.jpg that shows all 10 different fireplaces so you won't have to dig through all 10 variations in order to find the right retex you want. So n... |
| 12172 | Recolored Nordic & Imperial Buildings v1.0 | Resources | MMH | 55-3173 | Szazmyrr3 | 2009-05-12 | This plugin add 20+ recolored Imperial and Nordic objects. This is intended for modders to use. All it actually adds into the game is a cell with all the new buildings in it. |
| 12171 | db_dungeon01_tileset | Resources | MMH | 55-3172 | Lady Eternity & Proudfoot | 2009-05-12 | This is the dungeon tile set used in the DB Alpha. Load most in as statics in TESC Load the doors in as doors in TESC Load chain03 and an activator (Is sways) - Note there are targeting problems because MW blows up Bounding Boxes when a mesh is physiqued and loaded as a activator |
| 12170 | Yggdrasil House | Resources | MMH | 55-3418 | Yggdrasil | 2009-05-12 | My House ^_^ |
| 12169 | New World Clean v1.0 | Resources | MMH | 55-3837 | Gibbo | 2009-05-12 | ***** The Elder Scrolls III MORROWIND: New World v1.0 ***** |
| 12168 | Torgulfs NPC Soultrapping | Resources | MMH | 55-3892 | Torgulf | 2009-05-12 | TORGULF'S NPC Soultrapping v 1.21 |

| ID | Name | Category | Site | Link | Author | Date | Description |
|-----------|--|-----------------|-------------|-------------|--|-------------|--|
| 12167 | Andrea Chiantore Mesh Pack | Resources | MMH | 55-4021 | Andrea ("McFarland") Chiantore & Redwoodtreesprite | 2009-05-12 | [Walls Stairs] Walls Stairs These models were uploaded to Morrowind Files. But as Morrowind Files is long gone, and as the full usage Ok was given, I have put them together in one pack for modder use again. I did add AnCh to the meshes and texture names, as some of the names were so simple that there was a risk ... |
| 12166 | Nomad Plants and Trees Modder's Pack | Resources | MMH | 55-4019 | Nomad | 2009-05-12 | Oak Tree These are most of the plants I've created to date. I didn't add the pine tree I've created because I think the one's that came with Bloodmoon look better than mine. I've added 2 tree's that give a little different look than the one's that came with the game. - Nomad These models have... |
| 12165 | Elvish Weaponry | Resources | MMH | 55-4023 | Star Boi | 2009-05-12 | [Elven Dagger] Elven Dagger No Read Me. See Admin Comments. Meshes, textures and icons for: Elvish Dagger Elvish Shield Elvish Arrows (2) Gandalf's StaffSpear Lorien Bow |
| 12164 | Lord Yig Fantasy Art Mod v1.1 | Resources | MMH | 55-4025 | Lord Yig | 2009-05-12 | In fact, this plugin can't be played as it is, none of the objects this plugin adds have been placed anywhere in the game. This mod is designed for modders who wants to add new stuff to their plugins. Use it with The Elder Scrolls Construction Set. From the TESCS load menu, s... |
| 12163 | Nomad Female Heads and Hair Modder's Pack | Resources | MMH | 55-4029 | Nomad | 2009-05-12 | There is a serious ugly factor with the models that came with Morrowind, hopefully you will agree that mine have at least made the females a little more pleasant to look at. The hair models are part of the download, since I've adjusted them to fit specifically with my models. - Nomad |
| 12162 | Make-Your-Own-Rug-Kit | Resources | MMH | 55-4041 | Tommy Khajit | 2009-05-12 | MAKE-YOUR-OWN-RUG KIT. STORY This plugin brings thirty rugs to Vvardenfell, ten small rectangular, ten big rectangular and ten big oval rugs. The textures used for the rugs are simple bitmaps which you can easily alter. The goal of this plugin is that you choose ... |
| 12161 | Mesh resource compilation for Better Bodies 2.x v1.0 | Resources | MMH | 55-4040 | NioLiv | 2009-05-12 | This is a compilation of all clothing meshes for BB I've released to date, plus a new pair of boots in three variations. All are alpha-enabled, with both full alpha and 1-bit versions included for each mesh. Some also come in versions without alpha enabled. When the slot assignments allow it, man... |
| 12160 | g07h k1ll3rs Scrolls and Ofudas | Resources | MMH | 55-4039 | g07h_k1ll3r | 2009-05-12 | This is a modders resource and the only reason an ESP is included is so that people can check the stuff out ingame. The resource contains four different kinds of japanese-style scrolls with three different colors (Green, Red and Golden Brown) and two ofudas. The Scrolls |
| 12159 | N'Dib Pots v1.0 | Resources | MMH | 55-4038 | Eric Henry | 2009-05-12 | This release contains several new ceramic pot type containers similar to the urns already included in Morrowind. Each has 3 different colored skins. *-----* * Installation *-----* Extract the zip archive to your Morrowind\Data Files direct... |
| 12158 | displaycases | Resources | MMH | 55-4044 | Lady Eternity | 2009-05-12 | Hello, In this .rar you will find display cases. Covers have been saved separately from the bases. And all textures are contained inside the .nifs. Each set is labeled numerically, with the alphabet appending each number to indicate the "glass top" part of each mesh. Also included are s... |
| 12157 | Common Rich Hallway Pack | Resources | MMH | 55-4046 | Baratheon79 | 2009-05-12 | This mod (hopefully) completes the common rich interior tileset by adding in the missing hallway pieces. I created this because I needed the pieces for another project, and I figured someone else might be able to make use of it. I reskinned the existing plain common hall pieces using N... |
| 12156 | Oval Rugs 01 (Clean) v1.0 | Resources | MMH | 55-4048 | kittybrod aka PawPrintExpress aka Catherine | 2009-05-12 | [90 Rugs] Rugs This is only a portion of the rugs I have recolored. I have removed the bright colored rugs from this mod. Please let me know if there are any problems with this mod. This is the first time I have had to use TESAME to remove GMSTs, so I am not sure I was successful. |
| 12155 | Robe 1 | Resources | MMH | 55-4063 | Negrodomous | 2009-05-12 | [Negrodomous' Robe] Negrodomous' Robe No Read Me. See Admin Comments. |
| 12154 | Plant Furnishings | Resources | MMH | 55-4062 | Unknown | 2009-05-12 | This adds plant containers that are blue,green, pink and peach.this mod is for people who are tired of having all the plant containers that haailu lookin color. this mod is good for when people who like to make house mods and buildings and need somethin a little different. |
| 12153 | KI Basins v1 NonTribunal | Resources | MMH | 55-4061 | Kiriell | 2009-05-12 | KI Basins V1 by Paschors Kiriell@worldnet.att.net DEPENDANCIES----- Morrowind. DESCRIPTION----- This set of statics is made up of the unused mesh that is a basin. They have all been retexu... |
| 12152 | Silveri's Flora Pack 1 | Resources | MMH | 55-4060 | Silveri | 2009-05-12 | Silveris Flora Pack 1 This is for modders, and adds some recoloured floraplants. I made this to give a little variation, to use in landscaping or just in planters. Some may think they are a little to bright, but sometimes I think a little colour is alright. Ferns... |
| 12151 | Daedric Teddies and Dwemer Teddy | Resources | MMH | 55-4066 | redwoodtreesprite | 2009-05-12 | [Daedric Red Teddy Bear] Daedric Red Teddy Bear texture versions each in red, blue and green of one of junkmail's Teddy Bears, in Daedric textures. There are front facing and back facing versions of each of these. In total, there are 12 Daedric Teddies. Also included is a Dwemer Teddy version of the other of junkmail's T... |
| 12150 | Blue Ebony v1.0 | Resources | MMH | 55-4070 | Unknown | 2009-05-12 | This is an .esp file for modders only, it does not add anything to the game world. I retextured the ebony armor and a few weapons, replacing the gold/yellow trim with blue. The original Ebony armor is still there, so this is not a replacer. The new Blue Ebony has all the same stats as the origina... |
| 12149 | Blue Ebony v2.0 | Resources | MMH | 55-4078 | Craigor | 2009-05-12 | [Craigor Blue Ebony Shield] Craigor Blue Ebony Shield This is an .esp file for modders only, it does not add anything to the game world. I retextured the ebony armor and all the weapons, replacing the gold/yellow trim with blue. The original Ebony armor is still there, so this is not a replacer. The new Blue Ebony has all the same stats as the origi... |
| 12148 | CHRON VENTRI'S DISPLAY CASES | Resources | MMH | 55-4076 | CHRON VENTRI | 2009-05-12 | Two display cases, each consists out of two parts: top and bottom. They are size 80x80 and 80x160. Made with swirlwood textures and LadyE's (see the credits) glass texture. You are free to use them in your mods. I only ask to be notified by e-mail so I could see how it works and looks in someone ... |
| 12147 | Gimlis Axe | Resources | MMH | 55-4082 | Unknown | 2009-05-12 | [Gimli's Axe, close up] Gimli's Axe, close up No Read Me. See Admin Comments. |
| 12146 | Dual Wieldable Weapons - expanded | Resources | MMH | 55-4090 | Jin Atsuko | 2009-05-12 | All defensive counter parts have "-f.nif" on the end of the filename. ESP has all things set up but they are not in game. Currently usable as a Modders Resource. |
| 12145 | More Extravagant Gloves | Resources | MMH | 55-4098 | Negrodomous | 2009-05-12 | More Extravagant Gloves by Negrodomous You are Free to use these in any mod, they are Modder's Resources. All you have to do is include this read me along with your mod. You should also rename the name of the meshes in the cs, not the actual files, to prevent any complications wit... |
| 12144 | MeanTricks | Resources | MMH | 55-4104 | The Black Knight | 2009-05-12 | Not really for playing. Demonstrates more or less devious scripts. Create a character and leave Seyda Neen. Follow the road left to the Black Knight's camp. Feel free to use the scripts in your own plugins. But don't forget to mention that you got this him |
| 12143 | displaycase5 | Resources | MMH | 55-4110 | Lady Eternity | 2009-05-12 | Hello Here is yet another display case. This one should match display case 4 pretty good. But anyhow. Textures are saved within the .nif files. 5 is the main nif |

| ID | Name | Category | Site | Link | Author | Date | Description |
|-----------|--|-----------------|-------------|-------------|-----------------------------|-------------|--|
| 12142 | TF_10 New Tapestries v1.0 | Resources | MMH | 55-4108 | TextureFreak | 2009-05-12 | new tapestry textures for you...6 Celtic style based tapestries and 4 "common life" tapestries. There is for example one tapestry with a nice hunting scene. These are no new meshes. I just edited the common tapestry textures. So this is for all you modmakers. Feel free to use them i... |
| 12141 | Basic female clothing mesh pack for Better Bodies 2.x v1.0 | Resources | MMH | 55-4113 | NioLiv | 2009-05-12 | Requires Better Bodies 2.0 or better. This is a set of very basic clothing meshes I made for Better Bodies 2. All are alpha-enabled, with both full alpha and 1-bit versions included for each mesh. When the slot assignments allow it, most of these meshes can be worn together. This ... |
| 12140 | Orcish Battleaxe | Resources | MMH | 55-4120 | Negrodomous | 2009-05-12 | Orcish Battleaxe I take absolutely no credit for this mesh or it's textures, they are all done by bethsoft, i just aplied them to the mesh with niftexture. I only take credit for the icon. you are free to use this in any mod, just include this readme. I hope you e... |
| 12139 | Legolas' New Tapestrys | Resources | MMH | 55-4117 | Legolas | 2009-05-12 | [Legolas' New Tapestrys] Legolas' New Tapestrys This is my first released mod, so if you dont like it dont come crying to me. It adds 9 new tapestrys to the game,you have to add them through the construction set.Enjoy! |
| 12138 | my first batch | Resources | MMH | 55-4130 | Mighy Joe Young | 2009-05-12 | rar compressions: mjy 3dmax food mesh with pics.rar1 mjy all books from 99% ever made.rar mjy amphitheatre.rar mjy ant stuff.rar mjy atlantis mod.rar mjy aztec armor+temple.rar mjy aztec temple.rar mjy beast armour.rar |
| 12137 | Mesh resource compilation for Better Bodies 2.x addon v1.0 | Resources | MMH | 55-4134 | NioLiv | 2009-05-12 | This is a small addon to my mesh pack "Mesh resource compilation for BB", with two sleeve meshes and ground art for the boots and the bodysuit from the previously released pack. Both sleeves widen from the wrist, and the wide part covers part of the hand. On the upper arm, one sleeve i... |
| 12136 | Basic female clothing mesh pack for Better Bodies 2.x addon v1.0 | Resources | MMH | 55-4133 | NioLiv | 2009-05-12 | This is a small addon to my previously released mesh pack, containing two new meshes: a long loose fitting skirt and a few variations of a full sleeved dress. I've also included new versions of some of my old work, mainly to let them use different slots than before. All meshes are alpha-enabled, ... |
| 12135 | Mog Ebony Helm Resource | Resources | MMH | 55-4132 | LordJB aka Jonas Backman | 2009-05-12 | Mog Ebony Helm Resource ===== An Ebony helm mesh for Mogs (no ESP). |
| 12134 | Nomad Wooden Fort Modder's Pack | Resources | MMH | 55-4139 | Nomad | 2009-05-12 | This is a wooden fort I created for my mod I'm working on. With the download you'll get the gate piece, wall piece, corner wall piece and wooden stairs. You can just put them together like the other Morrowind static objects to create a wooden fort. - Nomad These models have been avai... |
| 12133 | displaycase4 | Resources | MMH | 55-4142 | Lady Eternity | 2009-05-12 | Hello Here is yet another display case. I'm really getting the knack down now I think for making models to scale. Hopefully furture display cases will be right on par to the scale of the character. It's very difficult to get it just right. But anyhow. Textures are saved wit... |
| 12132 | balmora market 1 zip | Resources | MMH | 55-4143 | Raye | 2009-05-12 | an indoor market added to balmora... the Empty version [what is included in this archive] has only the bare bones,whilst the Raye's market version [not included] has my own NPCs and perhaps some others that im tired of trying to find,all in one convenient place. |
| 12131 | Kagz Flowers v1.0 | Resources | MMH | 55-4158 | Kagz aka Kagrenac aka Raven | 2009-05-12 | Alright, this is a modders resource only!!!! It places nothing in game. This mod gives modders 30 different flowers to use in mods. Now i realise that some of the models are quite high, in number of polys. Well its either that or no flowers at all. These flowers are so be... |
| 12130 | displaycase locked | Resources | MMH | 55-4157 | Lady Eternity | 2009-05-12 | Hello, Well, I said I'd make one, so here it is. Locked Display Case. You will note the lock on the front. The lock base is saved on the displaycase_3.nif, and the keyhole top half of the lock is saved on the displaycase_3a (the glass part). Textures are saved in the .nif files, so no ... |
| 12129 | DisplayCase plugin | Resources | MMH | 55-4156 | Indigo | 2009-05-12 | This .esp file adds the Display Case to your list of activators. This plugin is not intended as a stand-alone, but rather as an additional resource, to be merged with mods-in-progress. To add a display case, you'll need to use the Construction Set, and place the activator of the display... |
| 12128 | Shirt mesh resource for Better Bodies v1.1 | Resources | MMH | 55-4173 | NioLiv | 2009-05-12 | This pack contains three shirt meshes, one plain and tight, one collared with tight sleeves and one collared with puff sleeves. All come in male and female versions, and all have versions with full alpha, 1-bit alpha and no alpha enabled. Requires Better Bodies 2.1 or better. |
| 12127 | Nomad Bathtub and Outhouse Modder's Pack | Resources | MMH | 55-4189 | Nomad | 2009-05-12 | [Outhouse] Outhouse These models have been available at Morrowind Creations for a long time. But the downloads there have disappeared, and Nomad's email address no longer works. I did some checking, and found out from Astaris that it should be Ok to make these packs. re-released by redwoodtreesprite |
| 12126 | Stargate v1.0 | Resources | MMH | 55-4182 | SAHARDOOM aka Dalibor B. | 2009-05-12 | ***** STARGATE ***** By SAHARDOOM (Dalibor B.) Meshes by Starcon5 Textures by Sahardoom. Original By STARCON5 "Dwemer Gate" You are freely to use these files in your own mod(s), you can release these ... |
| 12125 | Dracus Tapestry Pack 1 | Resources | MMH | 55-4180 | Dracus Dragani | 2009-05-12 | ***** Dracus Tapestry Pack 1 for TES3 Morrowind ***** by Frederick Nicholas Zzulka A.K.A. Dracus Dragani ***** Description *****... |
| 12124 | Geonox Grass V1.0 | Resources | MMH | 55-4195 | Geonox | 2009-05-12 | ***** Morrowind -> Geonox Animated Grass Pack V1.0 [contains animated grass models] Geonox_Static_Grass_Pack_V1.0 [contains static grass models] ***** |
| 12123 | displaycase6 | Resources | MMH | 55-4200 | Lady Eternity | 2009-05-12 | Hello Here is yet another display case. This one should match display case 4 and 5 pretty good. But anyhow. Textures are saved within the .nif files. 6 is the main nif... |
| 12122 | Jack O' Lantern Resource v2.0 | Resources | MMH | 55-4199 | Korana | 2009-05-12 | This mod adds to the Construction Set ONLY ((THESE ARE NOT FOUND IN GAME ANYWHERE)) a Jack O' Lantern. The pumpkin is set up as both a light and a miscellaneous item. Can I make the Jack O' Lantern Carryable? No. The lantern is too large to be carryable and... |
| 12121 | Silveri's Hlaalu Walls v1.0 | Resources | MMH | 55-4212 | Silveri | 2009-05-12 | [Study] Study Silveri Hlaalu Walls This is for modders. It's the Hlaalu walls I have given new textures. There is 2 sets of walls. 1 Blue and the other a kind of wallpaper that is also in blue. I made this because I think that the people would have their walls in different colours... |
| 12120 | KI Brocade Chairs v1.0 | Resources | MMH | 55-4215 | Kiriell | 2009-05-12 | If you are looking for a brocade chair then you have come to the right place. Three different brocades, 5 different chair styles, recolored many different ways. 115 total chairs. |
| 12119 | Small Retextured Mushrooms Modder's Pack 1: Blue | Resources | MMH | 55-4217 | Redwoodtreesprite | 2009-05-12 | Adds 12 retextures for Russula mushrooms and 11 retextures for Coprinus mushrooms, all variations of blue. In total, there are 60 retextured Russula Mushrooms and 33 retextured Coprinus. I have made a modder's esp with the mushrooms, but they are not put ingame. Cleaned with ... |
| 12118 | Nomad Male Heads and Hair Modder's Pack | Resources | MMH | 55-4219 | Nomad | 2009-05-12 | The coloration of the heads matches best with the Breton bodies, though you can use them with any race you wish. Hair models shown are included in the download. Other hair models in the game or from Rhedd's downloads might not fit my models heads very well, that's why I'm including the hair mode... |

| ID | Name | Category | Site | Link | Author | Date | Description |
|-----------|--|-----------------|-------------|-------------|----------------------------|-------------|---|
| 12117 | Silveri's Fireplace pack 1 | Resources | MMH | 55-4224 | Silveri | 2009-05-12 | Silveris Fireplace Pack 1 ***** This is for modders only. No expansion needed. For pictures look at www.silveri.dk This mod includes: Fireplaces of type fireplace 10 Imperial fireplaces Telvanni fireplacesdate... |
| 12116 | Blank | Resources | MMH | 55-4226 | Thepal | 2009-05-12 | My blank.esp is basically a base for TC (Total Conversions) to be made off of. The entire world has been deleted so you can create a world from scratch. The objects still all exist in the TESCS, just not in the world itself. Some scripts are still included, such as Float, SignRotate, OutsideBanne... |
| 12115 | Small gold and stone statues | Resources | MMH | 55-4233 | Semtex | 2009-05-12 | Moders resource. "Bootle size" statues of Almsivi, daedric gods and some other rescaled from game, in stone and in gold version. Usable as decoration, rewards, trophy, quest items... Only two dragons statue placed on the game world, in Skyrim mision in Ebonheard and East Empire Company... |
| 12114 | Dracus Tree Pack | Resources | MMH | 55-4232 | Dracus Dragani | 2009-05-12 | Included in this pack are three tree models for use in mods. It is all one style of tree with three variations. These trees were originally made for a tree replace mod that I was working on but it never got finished, so these are the models that I have left from it. |
| 12113 | Elendil Helms | Resources | MMH | 55-4234 | Unknown | 2009-05-12 | No Readme |
| 12112 | dracus tapestry pack2 | Resources | MMH | 55-4235 | Unknown | 2009-05-12 | |
| 12111 | Dracus Mortar n Pestle Model | Resources | MMH | 55-4237 | Dracus Dragani | 2009-05-12 | Included in this pack is a mortar and pestle model for use in mods along with an icon file for use as an item. |
| 12110 | Firework's Modder's Resource | Resources | MMH | 55-4236 | Urthwhyte | 2009-05-12 | Firework's Modder's Resource By: Urthwhyte It's just a model of a firework if you want to use it in your mod just give me credits. No ESP or anything as I'm assuming anyone who's making a mod and adding new meshes and scripts (hopefully) knows how to put a model in the right... |
| 12109 | Phoebes Misc Pack1 | Resources | MMH | 55-4963 | phoebe | 2009-05-12 | 11-07-2003 PHOEBE'S MISC PACK 1 *requires only Morrowind* This adds 120 miscellaneous recolored items & 40 recolored candlesticks to the game. These are not available in-game as of now. They are for modders to use when making mods. The screenshot included ... |
| 12108 | BG SS | Resources | MMH | 55-5029 | Unknown | 2009-05-12 | README FOR BLACK GUAR AND SILVER SAINT |
| 12107 | Madmax's horse riding script resource | Resources | MMH | 55-5069 | MadMax | 2009-05-12 | Horse Riding Script By Madmax What is used in this script demonstration? Horse Script byMadmax Horse provided by... Cait Saddle provided by...Acid Basick ***** Im... |
| 12106 | Light DAE jet | Resources | MMH | 55-5114 | Unknown | 2009-05-12 | This mod simply makes the "Daedric Jet", a model that was included in the Morrowind.bsa file but never used in the game, available to use in the Construction Set. |
| 12105 | BlankESP | Resources | MMH | 55-5124 | Kugai aka Matthew Wilson | 2009-05-12 | Blank ESP ReadMe This is basically a blank .esp file that only should be used by modders planning to make a total conversion. Unlike most empty blank .esp's you can run this one via selecting it in the data files, but ... |
| 12104 | The Elder Scrolls Treasury Vol. I Edition 2 | Resources | MMH | 55-5200 | Zeph | 2009-05-12 | The official Books, Scrolls and Notes of TES3: Morrowind, its official Plugins and Expansions. |
| 12103 | The Elder Scrolls Treasury Vol. II Edition 1 | Resources | MMH | 55-5192 | Zeph | 2009-05-12 | The Elder Scrolls Treasury Volume II: Common Names in Morrowind. A repertory for modders, summarizing the "official" names Bethesda invented for non-personal characters (NPCs as well as some creatures). |
| 12102 | BTG's Blank ESP™ | Resources | MMH | 55-5229 | Brian The Goldfish | 2009-05-12 | Essentially, BTG's Blank ESP is a version of Kugai's Blank ESP. But this has some subtle differences - namely, the addition of all (or most of) the Tribunal/Bloodmoon objects. It's also 100% dialogue-free (hence the somewhat smaller file size). Simple as that, really. I don't want to downplay the... |
| 12101 | Architect | Resources | MMH | 55-5243 | Argent | 2009-05-12 | Resource plugin for the Morrowind Immersive Architect. |
| 12100 | Clean Serpentine Staff | Resources | MMH | 55-5408 | Phijama | 2009-05-12 | My second weapon mesh for Morrowind. Adds a 'Serpentine' staff to the game. Basic mod included, staff found in Seyda Neen Lighthouse. |
| 12099 | Blademaster Resource Pack v1.0 | Resources | MMH | 55-5447 | Fidel_ | 2009-05-12 | This mod adds several new swords and other weapons to Morrowind. However, I provide only the models, and it is up to you to think up proper balance/storyline/quest for the items, so this is not a mod for those who search for immediate weapon add-on, and was designed for those who are making their... |
| 12098 | Dark Dragonbone Blade v1.0 | Resources | MMH | 55-5456 | TwisTeDbOi & PheonixKnight | 2009-05-12 | To install this modders resource, place the mesh files into your Data Files\Meshes folder, the textures into your Data Files\Textures folder, and icons into your Data Files\Icons folder. To add this into an .esp, open up the Construction Set, load up Morrowind, go to the Weapons tab, r... |
| 12097 | Veldion Razor Tooth Sword | Resources | MMH | 55-5466 | FlyTSI | 2009-05-12 | This model is designed to be a 2 handed sword. No esp. It will have to be set up in the CS. |
| 12096 | Silaria's shoes 01 for BB v1.0 | Resources | MMH | 55-5491 | Silaria & Mandamus | 2009-05-12 | This is a modder ressource package. It contains new shoes meshes for BB. Silaria, months ago, had released her unfinished meshes while retiring from morrowind modding. This shoes model, that I find lovely, was one of them. It was well modeled, but it needed some work to be used,... |
| 12095 | Silaria's boots for BB v1.0 | Resources | MMH | 55-5493 | Silaria & Mandamus | 2009-05-12 | This is a modder ressource package. It contains new boots meshes for BB. Silaria, months ago, had released her unfinished meshes while retiring from morrowind modding. This boots model was one of them. It was well mapped and modeled, but the meshe wasn't "welded" and needed phys... |
| 12094 | Nioliv's BB Clothing Mesh Collection | Resources | MMH | 55-5497 | Nioliv | 2009-05-12 | Modders resource. A collection of clothing meshes by Nioliv of Better Bodies fame. Description from PES: This pack contains all clothing meshes for Better Bodies I've released to date, plus a pair of long gloves. All meshes come in 1-bit alpha enabled as well a... |
| 12093 | Pants for BB - modder package ressource | Resources | MMH | 55-5504 | Mandamus | 2009-05-12 | This is a modder ressource package. It contains new pants meshes for Better Bodies. I did them using the BB source as a template. There are four different pants in this package. Check in the CS to see their shape. All these pants are compatable with both female and male. The sam... |
| 12092 | Minamir's Iron Stove | Resources | MMH | 55-13444 | Minamir & Plangkye | 2009-05-28 | [NifSkope view] NifSkope view This is a model of an iron stove to be used in a mod. I've made the mesh, and Plangkye did UVmapping and few corrections. |
| 12091 | Animated Rowboats v1.0 | Resources | MMH | 55-13476 | Phaedrus | 2009-06-13 | [Slaughterfish Hunters Bite Back!] Slaughterfish Hunters Bite Back! This is a modder's resource. Feel free to use these meshes in any way you want. THESE ARE (more or less) UNTESTED. I made them for a mod I am working on, but then changed my mind about using them, so I am releasing them as-is in the hope that someone finds the... |
| 12090 | Underwater Palace v1.0 | Resources | MMH | 55-13497 | fidel_ | 2009-06-20 | I didn't have time to entirely finish this model (it lacks one window and some small things), but if somebody wants to use it or finish (by importing it to 3dsmax or asking me the original models) it I give full permission to do so, but please send email to me if you do. Model is in NIF format. |

| ID | Name | Category | Site | Link | Author | Date | Description |
|-----------|--|-----------------|-------------|-------------|----------------------------------|-------------|--|
| 12089 | Sotha Sil Resource | Resources | MMH | 55-13504 | Lucien Fairfax | 2009-06-25 | A simple static mesh of Sotha Sil, pre-ownage. Good for statues, and... not much else :D Uses vanilla textures, except for the mask, which is dependent on Demi-God Masks by Starcon5, Gren & Hellwolve. In other words, if you don't have that (or Godly Masks or Masks of ... |
| 12088 | Waterwheel | Resources | MMH | 55-13508 | Phaedrus | 2009-06-27 | Animated Waterwheel floating in the air above the creek in Sedyia Neen. A waterwheel, complete with water and a sluice to deliver it. The water has an animated texture so it "flows" along with the wheel at just the right speed, and accelerates once it falls off the descending edge of the wheel. No building (mill) or dam or anything else ... |
| 12087 | Ingredient sorter resource | Resources | MMH | 55-13527 | Kiteflyer61 | 2009-07-09 | Hello fellow modders. This script is used to make an ingredient sorter that actually works without having to activate more than one button or item. With a little editing it should be able to do an almost infinite number of ingredients. There is a limit to how long a script can be in the CS but th... |
| 12086 | Halaburge Island | Resources | MMH | 55-13555 | Mr snugglehead | 2009-07-24 | Island: Docks, an Imperial Naval Outpost, Imperial Town, Near Daedric Ruins, 1 Ashkin Tent, and 2 Cave Entrances. This island Is Purely Exterior I have added no doors, some buildings have windows, there are 5 ships 2 which can be en... |
| 12085 | Final Fantasy VII (FF7) Advent Children Tsurugi Resource | Resources | MMH | 55-13558 | DoubleBrewski | 2009-07-25 | This modders resource contains meshes, textures, and icons for Cloud Strife's First Tsurugi weapon from the animated Movie, Advent Children. This is a modified version of ImaginAlex's Tsurugi for Oblivion. There are the six main parts of the sword, an open and closed ve... |
| 12084 | Island of Barun | Resources | MMH | 55-13556 | Mr snugglehead | 2009-07-25 | This Is a new island I recently made for Modders that need PreMade Islands. Things on the island: Boats row and long on each end of the island. A keep with Guard towers, a mansion, and Balmora Designed House. |
| 12083 | Shannon's Forest Tileset v2.0 & v1.0 | Resources | MMH | 55-6249 | Shannon | 2009-08-12 | [Version 1.0] Version 1.0 This is my second attempt at making a "forest tileset". It is made to be used with "act as exterior" interior cells. They parts are mostly comprised of big blocks of land with fake trees attached. Although they might not look quite as natural as true exteriors, its much easier to build, and they ... |
| 12082 | Shannon's "ovenfresh" castle tileset | Resources | MMH | 55-6250 | Shannon | 2009-08-13 | A new(ish) castle tileset. Many meshes are by bethesda, but theres quite a lot of new stuff there. |
| 12079 | Tribunal Royal Palace Map | Resources | MMH | 55-13623 | ayse | 2009-08-25 | This is only a resources esp. If you want too see the map in-game type the following command in the console: player->Additem bk_guide_to_RoyalPalace. Release date: 6 Mar. 2005 |
| 12078 | Raven Lords Armor | Resources | MMH | 55-13659 | SirSkurge212 | 2009-09-10 | Adds a set of armor with stats the same as daedric using only original meshes and textures which you can use in your own mods |
| 12077 | Ghost of the Hidden; Resource Pack 1 | Resources | MMH | 55-13676 | Divine_crusader | 2009-09-18 | This is part one to a series that will expand upon the Dwemer build set. Originally this was going to be released as one mod, featuring a large main quest. I'm still planning on doing the main quest, but I've decided to release the new meshes in sets as resources. |
| 12076 | Weapon Sheath Scripts | Resources | MMH | 55-6280 | Assman | 2009-10-04 | I've recently installed a mod with weapons that display when sheathed and discovered the poor scripting that involved adding an extra item in your quick slot in order to spawn a weapon or a pauldron as a sheathed version of that weapon.(This is stupid since new instances of the item are constant... |
| 12075 | samurai's statics v1.2 | Resources | MMH | 55-6294 | samurai | 2009-10-16 | This is a continuation of Denina's "Miscellaneous Items to Static Items" mod. Where-as hers mostly cover the miscellaneous items this mod adds most of the other 'pick-up-able' or 'carry-able' items in the game to statics. Covered are... |
| 12074 | Mirrors for my Stuff | Resources | MMH | 55-6297 | Spirited Treasure & one for Axel | 2009-10-20 | Here are 3 files: Axel's Sexi walk my Dwarven Spectre Helper and our combined effort of female piercings. ===== Piercings : Here is a small mod for adding piercings to Morrowind. Simply go to Ebonheart, Six Fische... |
| 12073 | samurai's bar units as containers | Resources | MMH | 55-6300 | samurai | 2009-10-23 | This just changes the bar(counters) units into a container.Now they have some use instead of just taking up space.***Unless you plan on leaving the units empty it would be best to make each unit placed as a unique reference by using a desc... |
| 12072 | Morrowind Name Scheme | Resources | MMH | 55-6306 | Huskobar | 2009-10-28 | This is my attempt to reconcile naming anomalies and inefficiencies on Morrowind objects. Be forewarned; it is a rather long and dry dissertation. It was compiled in advance of a very large WIP of mine that seems to benefit from its premise. Possibly projects of other modd... |
| 12070 | Dagger Collection Resource | Resources | MMH | 55-6323 | Alaisiagae | 2009-11-12 | Modder's resource only. Converted meshes from TESIV mod Coolmans Dagger Collection. |
| 12069 | Hollow Mask | Resources | MMH | 55-6340 | poonfisher69 | 2009-11-25 | This is Ichigo's hollow mask from the anime Bleach. |
| 12068 | Wizard Tower Resource | Resources | MMH | 55-13770 | Lady Eternity | 2009-12-01 | Due to lady E's Site being down i have uploaded her resources here. This pack contains a wizard tower for modders to use. From the readme: Hello, This is a model that was requested by a modder. I have placed it up for download for all to use. |
| 12067 | Watermelon Resource v1.0 | Resources | MMH | 55-13769 | Lady Eternity | 2009-12-01 | Due to lady E's Site being down i have uploaded her resources here. This pack contains meshes for a watermelon and watermelon slice. From the readme: Hello Welcome to yet another wonderful addition to our fruit collection. This time it's everyones fav... |
| 12066 | Tomatoe Resource v1.0 | Resources | MMH | 55-13768 | Lady Eternity | 2009-12-01 | Due to lady E's Site being down i have uploaded her resources here. This pack contains the meshes for a tomatoe and a throwable tomatoe From the readme: Hello, Welp, this is by far the funniest model I have done to date. Yes folks...what we have here... |
| 12065 | Pear Resource v1.0 | Resources | MMH | 55-13767 | Lady Eternity | 2009-12-01 | Due to lady E's Site being down i have uploaded her resources here. This pack contains a mesh for a pear From the readme: Hello Well here's a small addition to our fruit section. This is a pear. Inside is the pear_1.nif file, place it in Mo... |
| 12064 | Orange Resource v1.0 | Resources | MMH | 55-13766 | Lady Eternity | 2009-12-01 | Due to lady E's Site being down i have uploaded her resources here. This pack contains the mesh for an orange From the readme: Hello, Fruit! Just what Morrowind needs to add that dash of pizzaz! This here is the orange, our new addition to... |
| 12063 | Coconut Resource v1.0 | Resources | MMH | 55-13765 | Proudfoot & Lady Eternity | 2009-12-01 | Due to lady E's Site being down i have uploaded her resources here. This resource pack contains meshes for a coconut and half of a coconut From the readme: Hello, Here are 2 coconuts created by my husband. There is a whole one and a half one. |
| 12062 | Banana Resource v1.0 | Resources | MMH | 55-13764 | Lady Eternity | 2009-12-01 | Due to lady E's Site being down i have uploaded her resources here. This resource pack contains the mesh for a banana From the readme: Hello, The banana is yet another addition to the fruit collection. I have also included an inventory icon if you wis... |
| 12061 | Apple Resource v1.0 | Resources | MMH | 55-13763 | Lady Eternity | 2009-12-01 | Due to lady E's Site being down i have uploaded her resources here. This resource pack contains two meshes of apples for modders to use From the readme: Hello, Here is the first fruit in the foods series, 2 styles of apples. I'm actually very pleased ... |
| 12060 | Wizard Tower 2 Resource v1.0 | Resources | MMH | 55-13762 | Lady Eternity | 2009-12-01 | Due to Lady E's Site being down i have uploaded this resource here. This resource pack contains a wizard tower and parts to make a wizard tower for modders to use. From the readme: Hello, Here is yet another model request. This one's a "open air" towe... |

| ID | Name | Category | Site | Link | Author | Date | Description |
|-----------|---------------------------------------|-----------------|-------------|-------------|---------------------------|-------------|--|
| 12059 | Jeweler's Sign v1.0 | Resources | MMH | 55-13761 | Lady Eternity | 2009-12-01 | Due to ladyE's site being down i have uploaded this resource here. This resource contains a jewlers sign. NOTE: the white bits in the screenshot use MW textures. I have shown the screenshot #2 to only show whats new. From the readme: Hello |
| 12058 | Reaper Bridge | Resources | MMH | 55-13760 | Lady Eternity | 2009-12-01 | This pack contains a bridge for modders to use. |
| 12057 | PfExtras v1.0 | Resources | MMH | 55-13759 | Proudfoot & Lady Eternity | 2009-12-01 | Due to Lady E's website being down i have uploaded this resource here pfxtras has a secltion of weapons and shields for modders to use |
| 12056 | PfWeapons v1.0 | Resources | MMH | 55-13757 | Proudfoot & Lady Eternity | 2009-12-01 | Due to Lady E's site being down i have uploaded this resource here this resource contains a selection of weapons and armor for modders to use |
| 12055 | Weapon Mesh Pack Resource v1.0 | Resources | MMH | 55-13791 | Psymoniser | 2009-12-16 | This is just the Meshes, Textures and Icons for 5 weapons I made for a mod that never saw light of day. Rather than delete the meshes I have decided to release them in this pack as a Resource. Being a Resource means there is no .esp so you will have to use the Constrution Set to put them into the... |
| 12054 | Daedric Portal v1.0 | Resources | MMH | 55-13811 | Arcimaestro Antares | 2010-01-14 | This mod, places a Daedric Portal in the ruins of Ald Daedroth. Thorough this portal, you may reach almost any other Daedric Shrine in Vvardenfell. Companions may not travel with you though. VIDEO |
| 12053 | TaroustheSlayer's Animation Resource | Resources | MMH | 55-6381 | TaroustheSlayer | 2010-01-20 | I kinda quit modding and had this animations i made for awhile now, so i decided to finally just release what work i had sitting around. These animations include sneezing, raking, mining, praying, and armfolding. There is also a rake mesh made by me and some special glove meshes made by Arcimaest... |
| 12052 | Bizarre skyboxes | Resources | MMH | 55-13822 | Shannon | 2010-01-23 | Huge domes with skies painted on them. Use them in interior cells for an otherworldly look. You may want to edit the mesh you use by adding Nifogproperty to the main ninode with nifscope. It helps to complete the illusion. |
| 12051 | parsimonious models by shannon | Resources | MMH | 55-13826 | Shannon | 2010-01-25 | Meshes from |
| 12050 | Tapestries And Rugs Collections v1.0 | Resources | MMH | 55-5537 | Lord Yig | 2010-02-08 | This plugin can't be played as it is, none of the objects this plugin adds have been placed anywhere in the game. This mod is designed for modders who wants to add new stuff to their plugins. Use it with The Elder Scrolls Construction Set. From the TESCS load menu, selec... |
| 12049 | Gazer/Beholder | Resources | MMH | 55-13839 | Lady Eternity & Shannon | 2010-02-10 | this is a modders resource. Due to Lady E's site being down i have uploaded this mod here so that it is still available for others to use. This resource pact contains a beholder/gazer creature |
| 12048 | Containers! | Resources | MMH | 55-13849 | Danae | 2010-02-19 | UPDATED: 28/05/2011, new hanging baskets and armoury containers This mod is a resource pack for modders and adds nothing in game. The new containers look like what they are meant to contain, for example, the container called "Shirts" is actually a pile of shirts; the one called... |
| 12047 | Terrain Catalog | Resources | MMH | 55-13868 | Maneki | 2010-02-27 | This is a catalog in pdf format which includes swatches of all the original Morrowind terrain textures (which are virtually impossible to see using the Landscape Editor's tiny thumbnails). [b]Changelog:[/b]1.1 This version adds the Bloodmoon terrain textures. |
| 12046 | ZackGs Ayleid Ruins Resource | Resources | MMH | 55-13880 | ZackG | 2010-03-09 | This is Ayleid Ruins I modeled inspired by TES4. They are very early and havent been properly uvmapped. You have to place them in game by yourself. LOOKING FOR SCREENSHOTS?? I left my morrowind disk somewhere so check out this video if you want to see how the... |
| 12045 | ZackGs Imperial City Resource | Resources | MMH | 55-13883 | ZackG | 2010-03-13 | This is a set of architectural pieces I made for my upcoming mod, TES III: Cyrodiil. This specific download includes many of the pieces found outside of the Imperial City, such as bridges, docks, and exterior walls. It does also include a few houses. Not all of the meshes have been uvmapped as th... |
| 12044 | General Purpose Shader Script | Resources | MMH | 55-6419 | skaeps | 2010-03-13 | This mod contains a script which will pass your current Health, Fatigue, and Magiccka as a percentage to any MGE shader you choose. Included is a trio of demonstration shaders which are fully usable in-game as well as fully editable with MGE's shader editor. |
| 12043 | Madmax's horse riding script resource | Resources | MMH | 55-13885 | Madmax | 2010-03-16 | This is the riding script made by Madmax. It was only updated to one place (mwmythicmods) which was very hard to find. So, I have updated it here in hopes that more people can now use it. Unlike Pegas horse Rance, this script can be used on anything without the hassle of a horse only script. Now,... |
| 12042 | Armor Penalty | Resources | MMH | 55-13886 | Drackolus O'Dell | 2010-03-17 | First things first: a HUGE thanks to LDones, who created the Unarmored Dodge Mod. This script is a ripped apart version of his. ~~~~~ This mod was made to help modders create mods that help improve the unarmored skill. This simply sets a gl... |
| 12041 | Display Case | Resources | MMH | 55-6424 | Indigo | 2010-03-17 | This .esp file adds the Display Case to your list of activators. This plugin is not intended as a stand-alone, but rather as an additional resource, to be merged with mods-in-progress. To add a display case, you'll need to use the Construction Set, and place the activator of the display case wher... |
| 12040 | Warrior Princess Armor | Resources | MMH | 55-6443 | Mystery05 | 2010-04-11 | this is just a resource containing the meshes and textures needed to set it up in game. I have many outfits which I am in the process of remaking that I will add to this. perhaps in the future when im done with every outfit I will make an esp. I will stay consistant with folder and sub fol... |
| 12039 | Captain's Wooden Wallscreen Resource | Resources | MMH | 55-6447 | Captain Teddy | 2010-04-13 | This mod is very simple and small, it adds a wallscreen resource that has wooden textures (Already in Morrowind). It should probably be used for the interiors of shacks, or in ships. That's what I inteded it for, but there are some creative people out there that could find some sort of other use ... |
| 12038 | Oblivion Plants for Morrowind v1.0 | Resources | MMH | 55-6450 | Chainy | 2010-04-19 | This is a modder's resource. This adds the three types of flora as well as their ingredients from the realms of oblivion to Morrowind. Blood Grass Harrada (6 varieties) Spiddal Stick The flora has already been set up in the CS with a 50% chance to spawn an ingredient, ... |
| 12035 | Alpha 3 DB City Set v1.0 | Resources | MMH | 55-13928 | Lady Eternity | 2010-04-22 | This resource was uploaded here because Lady E's site is down. I take no credit for this mod, all credit goes to Lady E. ===== This resource pack contains the meshes and textures for a city tile set From the readme: Thi... |
| 12034 | Alpha 3 Crypt Set v1.0 | Resources | MMH | 55-13927 | Lady Eternity | 2010-04-22 | This mod was uploaded here because Lady E's Site is down. I take no credit for the work. All credit goes to Lady E. ===== this resource pack contains all the meshes and textures for a crypt tileset. From the readme: ... |
| 12033 | Tenticle plant creature | Resources | MMH | 55-13926 | Lady Eternity | 2010-04-22 | This mod was uploaded beacuse Lady E's site is down. This work is not my own and all credit goes to Lady E. ===== This resource pack contains the meshes and textures for a tenticle/plant creature. There are two versions: forest a... |
| 12032 | Alpha 1 Sewer Set v1.0 | Resources | MMH | 55-13931 | Lady Eternity | 2010-04-23 | This mod was uploded on PES due to Lady E's site being down. This mod is not my work, I take no credit for these files. All credit goes to Lady E ===== This resource contains the meshes and textures of Lady E's sewer tile set. Its a modders r... |

| Id | Name | Category | Site | Link | Author | Date | Description |
|-----------|---|-----------------|-------------|-------------|------------------------------------|-------------|--|
| 12030 | Battling Bard Red Velvet | Resources | MMH | 55-6454 | Mystery05 | 2010-04-25 | this is the second outfit to my clothing and armor line. This is still a resource so no esp is provided. however this time I have provided more information in the read me as to how to use the CS to set up the clothing or armor. as well as including which body parts the m... |
| 12029 | Battling Bard 5th season | Resources | MMH | 55-6463 | Mystery05 | 2010-05-07 | This is the 3rd outfit for my clothing and armor line.It's from the 5th season. no new foot wear this time as I use the boots from the battling bard red velvet outfit. (which also contains instructions on how to set up armor and clothing in the CS) The body suit (her top and shorts... |
| 12028 | Profane Tools Varieties Resource v2.0 | Resources | MMH | 55-6472 | Alaisiagae | 2010-05-22 | [Keening Axe, Keening Longsword, Keening Spear, Keening Mace, Keening Claymore, Keening Bolt, Keening Staff, Sunder Warhammer, Wraithguard Amulet] Keening Axe, Keening Longsword, Keening Spear, Keening Mace, Keening Claymore, Keening Bolt, Keening Staff, Sunder Warhammer, Wraithguard Amulet Modder's resource only. Includes meshes and icons for Keening as a dwemer axe, spear, staff, claymore, longsword, mace, and bolt; Sunder as a warhammer; wraithguard as an amulet. Details ===== MODDER'S RESOURCE ONLY. Included are the meshes and icons for retextured/tweak... |
| 12027 | Blank Land - Morrowind/Tribunal/Bloodmoon ESP | Resources | MMH | 55-6475 | redwoodtreesprite | 2010-05-24 | The landscape of Morrowind, Tribunal and Bloodmoon, with everything deleted including all the travel and door markers. Nothing else has been changed, everything including scripts, summoned creature settings, all interior cells, all entries, they are still in the esp. |
| 12026 | Amazon Princess Attire v2.0 | Resources | MMH | 55-6481 | Mystery05 | 2010-06-07 | This is a modders resource. At this time I do not have an esp. This is just a continuation of my warrior princess and battling bard attire. All credits for meshes are in readme. I have also stated in the readme which body parts the meshes need to be set up as so that you do not need ... |
| 12025 | RR's Inn | Resources | MMH | 55-6485 | Samurai1 | 2010-06-15 | So far, all this is, is a 3-floor inn with 2 floors of rooms and 1 floor for the bar area. There is also going to be a basement level so really it is a 4-floor building.It is a Modders Resource at the moment as it is only the raw interior, there are some lights, rugs, and the first floor has one ... |
| 12024 | KEY-Plant Pack #1 | Resources | MMH | 55-6488 | Clavis | 2010-06-18 | This is a collection of plants based on both Bethesda's meshes and community made meshes. Textures are based on photos of real plants, leaves, and flowers. It covers flowers, bushes, grasses, water plants, vines, cacti, and a few mushrooms. Pictures at |
| 12023 | wolli's white bridge | Resources | MMH | 55-13990 | Wollibeebee | 2010-06-21 | this is just a simple retex of the dwemer bridges. do what you want with them, they're a resource. wollibeebee |
| 12022 | wolli's mushrooms | Resources | MMH | 55-13989 | Wollibeebee | 2010-06-21 | toad stool mushroom wollibeebee The mushrooms are a resource, do whatever you want with them. i've included a few extra textures, just for fun. |
| 12021 | Imperial Bridge | Resources | MMH | 55-6489 | Kyromods | 2010-06-22 | Two Dwemmer bridge pieces, retextured to fit the Imperial tile set. Contains two meshes and four textures. This is a Modders resource, feel free to use this in any Morrowind Mod. No credit needed. All stock Bethesda meshes and textures... |
| 12020 | KEY-A11_ArchedVer2 | Resources | MMH | 55-6491 | Clavis | 2010-06-24 | This is a skinning of Oom Fooyat's Arched tileset VERSION 2 using tan stucco, tan granite, dark wood parquet, and green & gold stained glass with bits of stone mosaic here and there. Special thanks to Dark Diva for getting me off my butt so I get this released! |
| 12019 | Telvanni meshes | Resources | MMH | 55-14027 | Karpik777 & Jon Satriani & TR Team | 2010-07-22 | A set of fan-made Telvanni meshes. |
| 12018 | Telvanni Meshes v1.1 | Resources | MMH | 55-6510 | Karpik777 & Jon Satriani | 2010-07-22 | A set of fan-made Telvanni meshes originally for Oblivion, downgraded to work in Morrowind. |
| 12017 | Mostly New Trees v1.50 | Resources | MMH | 55-6513 | Melchior Dahrk | 2010-07-25 | With the advent of vurt's new trees. Some of the old yet useful resources have fallen into an older graphics bracket. Therefore I set out to make them closer to on par with the look Morrowind is sporting these days. Mainly I have aimed at making them fuller, but have also tweaked a few other thin... |
| 12016 | Durzog retexure | Resources | MMH | 55-6532 | moritius | 2010-08-25 | Models + textures (no esp file) |
| 12015 | xeno bod | Resources | MMH | 55-14053 | glogorion | 2010-08-27 | the glogorion presents h.r/giger's xenomorph one download is a model that needs someone to fix it the other is the mod were you play as a genetically enhanced xeno you are the last in your series you have a higher iq then other xenos there for you considered an enemy to a hives you were caught stee... |
| 12014 | xeno bod | Resources | MMH | 55-6537 | glogorion | 2010-08-27 | the glogorion presents h.r/giger's xenomorph one download is a model that needs someone to fix it the other is the mod were you play as a genetically enhanced xeno you are the last in your series you have a higher iq then other xenos there for you considered an enemy to a hives you were caught stee... |
| 12013 | Jessica Alba for Morrowind | Resources | MMH | 55-6535 | Spirited Treasure | 2010-08-27 | My version of Jessica Alba's head for Morrowind. 3 versions along with all the textures I made. These are very high res textures 1024x1024 Do with these as you wish. Remember the credits! Credits: Rhedd Spirited Treasure &... |
| 12012 | Grinding Wheel Resource | Resources | MMH | 55-6559 | A_Sapp | 2010-10-10 | This is just a simple little grinding wheel i threw together for tes96 and decided to release it as a resource. It's only the .nif file and textures. You'll probably want to scale it to the size you want, as i haven't even put it in game yet and dont know how big it will be in game. ... |
| 12011 | ospever | Resources | MMH | 55-6561 | Rattfink333 | 2010-10-11 | A new fish made by retexing the slaughterfish, it's part of a large mod i am making. but i am releasing this right now for use. it puts the fish in the cs. and two ingame off the docks of tel branora for demo purposes. they are slightly stronger than the slughterfish, but not insanely so. |
| 12010 | Statue Resource | Resources | MMH | 55-6577 | A_Sapp, Chainy | 2010-10-23 | This is a statue resource. It contains 2 different models, one with a sword and one with a halberd and shield. There are 5 textures included, four stone textures and a white marble texture. Two of the stone textures are 1024x1024 and two are 512x512, the marble texture isdate: 512x512. So you can choo... |
| 12009 | Transparent Container Cylinders | Resources | MMH | 55-5550 | Oriphier | 2010-10-23 | This resource pack includes 9 new meshes for two kinds of container "cylinder": closed cylinder A (you can use as static the door in this mesh won't move... |
| 12008 | Mage's Guild Portal Platform | Resources | MMH | 55-5551 | Tommy Khajit | 2010-10-23 | Model of a platform suitable for mages to teleport to. No readme. |
| 12007 | Morag Tong Armor Resource | Resources | MMH | 55-6599 | Alaisiagae | 2010-11-07 | Modder's resource only. Includes meshes and icons for Morag Tong cuirass, greaves, boots, bracers, pauldrons, and shield. |
| 12006 | Imperial Silver Armor Resource | Resources | MMH | 55-6598 | Alaisiagae | 2010-11-07 | Modder's resource only. Includes meshes and icons for Imperial Silver pauldrons, bracers, greaves, and boots. |
| 12005 | Duke Silver Armor Resource | Resources | MMH | 55-6597 | Alaisiagae | 2010-11-07 | Modder's resource only. Includes meshes and icons for Duke Silver helm, pauldrons, bracers, greaves, and boots. |
| 12004 | Dragonscale Armor Resource | Resources | MMH | 55-6596 | Alaisiagae | 2010-11-07 | Modder's resource only. Includes meshes and icons for Dragonscale greaves, boots, bracers, and pauldrons. |
| 12003 | Blind Elf Textures | Resources | MMH | 55-6602 | Chascoda | 2010-11-09 | NOTE: This is a re-texture of Lady Rae's Arimer. A few of the face meshes are not included, because alot of these textures were just copied from each other and changed. Also... Remember to comment when you download. Every nice comment saves a dolphin. Every comment n... |

| ID | Name | Category | Site | Link | Author | Date | Description |
|-----------|---|-----------------|-------------|-------------|------------------|-------------|--|
| 12002 | Junk Yard | Resources | MMH | 55-14165 | Neildarkstar | 2010-11-27 | Junk Yard is a collection of used, broken, aged, or tattered items to add that long abandoned feel to a dungeon, or perhaps just the feeling that the owner is very poor. |
| 12001 | Kiteflyer61's Picture Resource | Resources | MMH | 55-6620 | Kiteflyer61 | 2010-11-27 | The Elder Scrolls III MORROWIND: Kiteflyer61's Picture resource v2.0 By Kiteflyer61 (kiteflyer61@yahoo.com) Date 12/05/2010 |
| 12000 | Morrowind Decorative Stuff | Resources | MMH | 55-14169 | Runspect | 2010-11-30 | A set of resources for modding. Enjoy them! |
| 11999 | Morrowind Decorative Stuff | Resources | MMH | 55-6625 | Runspect | 2010-11-30 | A set of resources for modding. Enjoy them! |
| 11998 | Carriage v1.0 | Resources | MMH | 55-6624 | Runspect | 2010-11-30 | A coach for easy transport. This is just a resource, not an object on the world. |
| 11997 | Chascoda's Varied Creatures | Resources | MMH | 55-6631 | Chascoda | 2010-12-07 | Each of these Modder's Resources adds differently colored types of creatures. It includes no .ESP, but has at least two new colored/patterned creatures. There are only a few as of now, but soon I'll get around to making Kagouti, Guar |
| 11996 | Chascoda's Traps | Resources | MMH | 55-14177 | Chascoda | 2010-12-20 | This mod adds various traps for objects. Nothing is placed in-game, but this includes an ESP file which has all the scripts in it. |
| 11995 | Extra Ingredients Resource | Resources | MMH | 55-6650 | Alaisiagae | 2011-01-08 | Modder's resource only. Includes meshes and icons for extra ingredients. MODDER'S RESOURCE ONLY. Included are the meshes and icons for various new ingredients. Also included are meshes for species-specific wolf and bear |
| 11994 | Wolli's daedric tid-bits | Resources | MMH | 55-6671 | Wollibeebee | 2011-02-01 | This is just a small resource i made awhile back, mostly retextured items. You may use them however you want, but remember, there's no icons included |
| 11993 | Drum Resource | Resources | MMH | 55-6700 | Alaisiagae | 2011-03-15 | Modder's resource only. Includes meshes and icons for retextured drums. |
| 11992 | Soul Gem Resource | Resources | MMH | 55-6702 | Alaisiagae | 2011-03-16 | Modder's resource only. Contains meshes and icons for retextured soul gems. 15 new gems in total. Uses Bethesda meshes and textures. |
| 11991 | Document Items Resource | Resources | MMH | 55-6708 | Alaisiagae | 2011-03-19 | Modder's resource only. Includes meshes and icons for 61 new scroll, parchment, and note items. MODDER'S RESOURCE ONLY. Includes meshes and icons for new scroll, parchment, and note items. 61 new meshes in total, all us... |
| 11989 | Bathroom | Resources | MMH | 55-6716 | Keedo420 | 2011-04-05 | So what is this bathhouse? Just what it sounds like... Like the ancient Roman bathhouses, this is a public building with a large pool of water for bathing and socializing. Mine also features two public showers. The showers are something I am quite proud of, though they have little effect on the g... |
| 11988 | Gothic Architecture | Resources | MMH | 55-5588 | Vagashan | 2011-05-13 | a Resource with a Gothic themed tileset. comes with 2 esp's: minas tirth and chateauthe. 1st esp adds a cell with a Minas Tirith (from LOTR) style city. the second adds a Cheateau to the ascadian isles complete with an interior. |
| 11987 | Easy World Building - armor, clothing and weapons | Resources | MMH | 55-14315 | Ijffdrie | 2011-06-07 | |
| 11986 | Entei | Resources | MMH | 55-6748 | Pokegami | 2011-06-15 | This MOD adds a few meshes of Entei (from Pokemon). I found the original mesh and texture on a Warcraft 3 board and thought I might port it over to Morrowind... so here it is. Expect a full MOD featuring Entei soon, I have one in development. |
| 11985 | Bone Golem | Resources | MMH | 55-5615 | CaptainZaltan | 2011-06-23 | I created this guy for the lost WI expansion. Hes a composite of several pieces of the skeleton that shipped with Morrowind, worked into a new shape and with new animations added. The fact that hes made from existing MW parts just makes him look all the cooler in game...like he belongs there. I h... |
| 11984 | Ghoul | Resources | MMH | 55-5616 | CaptainZaltan | 2011-06-23 | Another undead from my lost mod. A 'paralyze on touch' spell effect would be great for this guy. Also, he has a cool Idle animation where he jumps to the ceiling, hangs out for a moment and than jumps back down. This only works in corridors of a specific height so it may take some trial and error... |
| 11983 | Lion | Resources | MMH | 55-5617 | CaptainZaltan | 2011-06-23 | This lion was going to be the loveable sidekick of one of my new companions for the lost mod. Dont ask why I picked a lion and a jungle chick to be companions in a mod based entirely on a frozen continent...I have no intelligent answer to offer . Actually, she was supposed to be a part of the seq... |
| 11982 | Obilisk The Undying | Resources | MMH | 55-5618 | CaptainZaltan | 2011-06-23 | And here is the star of the show, so to speak. Obilisk the Undying, a major villain from the main dungeon of my lost mod. This guy is massive, and pretty cool looking to boot. Hes best suited to spell casting due to his large size. He may not take too kindly to being portrayed in anything short o... |
| 11981 | Replicant Thing | Resources | MMH | 55-5619 | CaptainZaltan | 2011-06-23 | I got the idea for this creature from an enemy in Legacy of Kain: Blood Omen. What I had originally conceived for this character was to be a creature of pure magicka, draining magicka from the player and using it to duplicate itself (hence the replicant name. It doesent really have a lot in commo... |
| 11980 | Tree Ent | Resources | MMH | 55-5620 | CaptainZaltan | 2011-06-23 | The second creature I created in 3DSMax, so once again, he has a ridiculously high polygon and texture count for his quality and his animations are a little rough. Still, ive always thought this guy looked pretty cool for a Morrowind creature. |
| 11979 | Spider Daedra Male | Resources | MMH | 55-5621 | CaptainZaltan | 2011-06-23 | And here we go, the very first creature I ever created in a 3D modelling program. The textures themselves were upgraded a few times, but the basic creature and animations have remained the same since I first animated them way back when. This guy got scrapped as soon as I joined the Wizard's Islan... |
| 11978 | Left-handed in Morrowind | Resources | MMH | 55-14331 | RX31 | 2011-07-03 | Left-handed in Morrowind includes a pluggin Left-Hand_Guards.esp, which adds a left-handed guard in a few of the cities around Morrowind. This is intended as a modding resource, please feel free to use as you wish. |
| 11977 | Rustic Set | Resources | MMH | 55-6789 | RubberMan | 2011-09-18 | Adds new meshes with a rustic feel. Ideal for Bloodmoon households/ Imperial/ Breton. |
| 11976 | AOF Face Meshes | Resources | MMH | 55-5697 | AnOldFriend | 2011-10-02 | If you wish to add these to the game you will have to set the texture paths and do the setup in the CS. Using Nfskope to setup... First, place the texture(s) into Morrowind- Data files- Textures folder Second, place head mesh into Morrowind- Data files- Meshes folder Third, O... |
| 11975 | MJY's Resources | Resources | MMH | 55-5807 | Mighty Joe Young | 2011-10-06 | This is a compilation of all of mighty joe young's resources from ElicM.com consisting of 109 sub archives in the compilation archive: mjoy buildings pack #1.rar, mjoy buildings pack #2.rar, mjoy buildings pack #3.rar, mjoy buildings pack #4.rar, mjoy buildings pack #5.rar, mjoy buildings p... |
| 11974 | correct UV trees | Resources | MMH | 55-5808 | Nich | 2011-10-06 | Corrects the texture orientation of all exterior Trees and logs in Vvanderfell (nearly 40 meshes), such that texture seams (which are considerably more apparent when using any of the myriad high-quality texture upgrades out there) are virtually eliminated |
| 11973 | Barabus Imperial Housing Resource 1 | Resources | MMH | 55-5809 | Barabus | 2011-10-06 | (IMPORTANT NOTES by redwoodtreesprite: Please keep the esp IDs, mesh and texture names as they are with the BTA or Beta at the end. This is important so there will be no conflicts with the meshes that Barabus has made since this beta pack of meshes. I have added screenshots... |
| 11972 | Faylynn's Fireplace Screens v1.0 | Resources | MMH | 55-5822 | Faylynn | 2011-10-07 | This is just as it says, Fire Place Screens for decorating your abode. There are 7 designs and each comes in large & small for a total of 14 screens. Thanks to Phijama for beautifying these screens for me. |

| Id | Name | Category | Site | Link | Author | Date | Description |
|-----------|---|-----------------|-------------|-------------|---|-------------|---|
| 11971 | Fletcher's Items v1.0 | Resources | MMH | 55-5825 | Lady Eternity | 2011-10-07 | Hello, This is a pack of items that was specially requested by a modder. All may use them however. Inside you will find: normal small bag small bag with a stone arrowhead icon small bag with a metal arrowhead icon fletchers kit box of feathers |
| 11970 | food meshes | Resources | MMH | 55-5826 | MagicNakor | 2011-10-07 | breadloaf1, breadslice, butter, cheese, hotdogs, avocado, cherry, corn, lemon, lime, onion, peach, pear, peas, pineapple, squash, strawberry, turnip meshes all from rocky3d (www.rocky3d.com/free3d.htm) wing by Chris Cvetkovich from 3dcafe (www.3dcafe.com) chicken2, cake1/cak... |
| 11969 | Clothing Resource | Resources | MMH | 55-5855 | kalikut | 2011-10-07 | Clothing Resource readme.txt by kalikut What it is . How to install. Mod uses & releasing |
| 11968 | Asian Resource Pack - Sakura | Resources | MMH | 55-5922 | Redwoodtreesprite | 2011-10-10 | [b]A variety of Sakura / Cherry Blossom tree meshes and retextures by legato, Brillo, Sniper Daria, and my Sakura retextures[/b] [b]of LadyE's huge trees with falling leaves. Now her two trees have Sakura blossoms and falling Sakura petals. Extra special thanks to[/b] [b]Cen... |
| 11967 | Asian Pack - Furniture 1 | Resources | MMH | 55-5923 | Redwoodtreesprite & legato & ra5946 & Sniper Daria | 2011-10-10 | This is a modder resource. There is no esp. Furniture and container models by legato and ra5946, including a stove, bath, closets, cabinets, wardrobes, shelves, and tables. Also laquer chest and crate retextures of Morrowind meshes by Sniper Daria. [b... |
| 11966 | Asian Pack - Lanterns 1 | Resources | MMH | 55-5924 | Redwoodtreesprite & legato & ra5946 | 2011-10-10 | This is a modder resource. There is no esp. Asian lantern models by legato and ra5946. |
| 11965 | Asian Resource Pack - Bamboo | Resources | MMH | 55-5925 | Redwoodtreesprite | 2011-10-10 | [b]A variety of bamboo trees, plants and shoots for your mods. There are new models by Legato and 3 new models by ra5946.[/b] [b]Also there are modified meshes of the marshmarrow nifs done by Regan. I have retextured the leafless marshmarrow niff[/b] [b]using Ayse's bamboo ... |
| 11964 | Asian Resource Pack - Sushi | Resources | MMH | 55-5926 | Redwoodtreesprite | 2011-10-10 | [b]ra5946's sushi model and my retextures of it. There are 10 different Sushi Centers wrapped with 5 different Sushi wraps.[/b] [b]In total, there are 42 different Sushi pieces. They are not entered in a modder's esp.[/b] [b]I have also made alpha-channeled icons for the sus... |
| 11963 | Japanese Prints Resource Pack 1 | Resources | MMH | 55-5927 | Redwoodtreesprite | 2011-10-10 | [b]49 framed Japanese prints, mostly Ukiyo-E. All the textures are of a clear resolution, and in BMP format to keep the print[/b] [b]quality as high as possible. They are entered in a modder's esp, but not placed in the game.[/b] [b]Screenshots are included of all of the pri... |
| 11962 | RTS_FloatingIslands-AcidBasik | Resources | MMH | 55-5941 | Acid Basik aka Ty (Acid Basik4) & Redwoodtreesprite | 2011-10-11 | Five floating island meshes by AcidBasik, each in two sizes. The meshes are entered in a modder esp. The esp was cleaned with TESTool and checked with TESAME. Meshes and Textures Created By: Ty (Acid_Basik4) esp work and readme: redwoodtreesprite |
| 11961 | N'Dib's Twilight Resources v0.5 | Resources | MMH | 55-5942 | Eric Henry | 2011-10-11 | This contains all the resources (Models, items, textures, and icons) used in an unreleased and unfinished mod called N'Dib's Twilight. The mod will most likely not be finished, at least not by me, and so I've decided to release all these resources rather than let them go to waste. Use them how yo... |
| 11960 | Mineral Containers | Resources | MMH | 55-5945 | kittybrod aka PawPrintExpress aka Catherine | 2011-10-16 | Kittybrod's Mineral Containers This is Kittybrod's various Mineral Container Packs merged into one 7z file. They are still separate, you'll have to unzip each, but this way you'll only have one download. |
| 11959 | Dark Telvanni Tileset | Resources | MMH | 55-14380 | Kieve | 2011-10-20 | [Glowmapping Example] Glowmapping Example The Dark Telvanni Tileset is a comprehensive retexturing of all Telvanni elements (and then some!) for a more ominous and imposing look. Originally created for a revised version of Thorn's Lament, the project has since been abandoned - I decided to finish up the missing e... |
| 11958 | Craigor's Ghosts | Resources | MMH | 55-5949 | Craigor | 2011-10-20 | Ghosts! by Craigor This is a resource pack that adds 5 retextured ancestor ghost meshes under new names |
| 11957 | Ingots | Resources | MMH | 55-5956 | McMornan | 2011-10-23 | ***** The Elder Scrolls III Morrowind Ingots 1.0 by McMornan (Created for Indestructible's Armorer Mod) ***** BACKGROUND |
| 11956 | Amael's DIY Particle FX | Resources | MMH | 55-5959 | Amael | 2011-10-24 | This is a resource pack for modders containing six "Do It Yourself" particle effect meshes that can be customised by graphically editing their textures. The meshes have multiple uses from static effects to character equipable items. |
| 11955 | Amael's DIY Particle FX Previewer | Resources | MMH | 55-5960 | Amael | 2011-10-24 | This is a utility mod that will allow you to quickly preview changes made to Amael's DIY Particle FX in TESCS- it is only intended to be a tool and has no playable elements. |
| 11954 | Amael's Experimental Particle FX | Resources | MMH | 55-5961 | Amael | 2011-10-24 | This is a showcase mod that demonstrates some old and new particle effects- it is only intended to be a reference tool for modders and has no playable elements other than a showcase style room. |
| 11953 | Amael's DIY Particle FX Usage Demo | Resources | MMH | 55-5962 | Amael | 2011-10-24 | This is a demonstration mod containing example Morrowind items that use Amael's DIY Particle FX- it is only intended to be a reference tool for modders and has no playable elements other than a modified demonstration version of Seyda Neen. |
| 11952 | Amael's Particle FX V2 | Resources | MMH | 55-5963 | Amael | 2011-10-24 | This is an updated version of Amael's Particle FX and will add elemental particle effects (fire, ice, earth, water, light, dark) to your Morrowind character. The effects are purely visual and have no affect on gameplay what so ever. Improvements in V2 are minor and include: .Use of th... |
| 11951 | Foliage Resource Pack 1: Ferns and Bushes | Resources | MMH | 55-5966 | Korana | 2011-10-24 | Included are: bushes, mostly of the tropical nature ferns with new textures small fern variants. fern variants that use the existing bitter coast fern textures ,fern varaint that mimicks the slough fern |
| 11950 | Beast Head Mesh Pack v1.2 | Resources | MMH | 55-14387 | Ashiraniir | 2011-10-27 | [v1.2] This is a playable beast head pack; it's also a modders resource. Basically, meshes were re-shaped to compliment the textures rather than the other way around, so maybe it's hard to retexure some of them. Each head has its own mesh, although some changes are very subtle. The khajit meshe... |
| 11949 | Smith Shed Resource v1.0 | Resources | MMH | 55-5967 | Slartibartfast | 2011-10-31 | [The 3 meshes with original for comparison] The 3 meshes with original for comparison This is a collection of 3 variations of the Smith Shed mesh found in the Bloodmoon expansion, these are: Ex_S_Smith Shed This is a low polygon version of the original with 334 polygons fewer and with no loss in detail which should free up system resources for more meaningful ta... |
| 11948 | Imperial Plaza Resource v1.0 | Resources | MMH | 55-5968 | Slartibartfast | 2011-11-03 | This is a collection of 3 variations of the Imperial Plaza mesh found in the original Morrowind, these are: Ex_imp_plaza_a On each side of both staircases on the original model have no faces to the walls or ends to the coping stones on top leaving gaps in the mesh that otherwis... |
| 11947 | Thunder Child - Dwemer Submarine v0.9 | Resources | MMH | 55-6809 | hentuspants | 2011-11-05 | [S Main Deck] S Main Deck This plugin adds Thunder Child, a large Dwemer submarine made of stock Dwemer doodads to Ald Velothi complete with a detailed interior and a couple of books I was working on. Though it is a fully functional plugin and has been cleaned with TESAME (well, I think this version has anyway... .S) it i... |
| 11946 | Kieran's Kreations | Resources | MMH | 55-14397 | Kieranfoy | 2011-11-18 | Many, many modders resources created or 'kreated' by me. Includes: Retextured Redoran tomb tileset. Many weapons. New Dwemer skyship. Dagoth themed furniture/ tents |

| Id | Name | Category | Site | Link | Author | Date | Description |
|-----------|---------------------------|-----------------|-------------|-------------|--------------------------------|-------------|--|
| 11945 | Unused Container Resource | Resources | MMH | 55-6815 | The Iron Chicken | 2011-11-24 | This is a modders resource of the 3 drawer front containers, 2 half barrel containers, 2 open crates and the open chest that are in the CS but Bethesda didn't put into the game. There are new high resolution textures for the container drawers and also high resoluti... |
| 11944 | Fancy Water Pack | Resources | MMH | 55-6816 | Chaka ZG | 2011-11-28 | This is a small combination pack of AnOldFriend's waterfall textures and Dongle's water meshes which I enchanted to support reflection bump maps. If you use this in a mod make sure to credit AoF and Dongle. |
| 11943 | Viking Ship | Resources | MMH | 55-5978 | crazyboy | 2011-12-23 | Viking longboat model; modder's resource. From Morrowind Workshop. |
| 11942 | Elite Brotherhood Armour | Resources | MMH | 55-5980 | Hellwolve | 2011-12-23 | elite brotherhood armour, part of Morrowind Workshop |
| 11941 | Adamantium Shields | Resources | MMH | 55-5981 | dongle | 2011-12-23 | Any modders are free to use these in any projects they want, all I ask is that they drop me a note when the mod is released so I can see how things get used. Round and towershield meshes done with an Adamantium texture. Carefully balanced stats, but modders are free to do whatever they like with ... |
| 11940 | Glass Dome | Resources | MMH | 55-5982 | dongle | 2011-12-23 | Any modders are free to use these in any projects they want, all I ask is that they drop me a note when the mod is released so I can see how things get used. A geodesic dome with a wooden frame and translucent antique glass texture. A good use would be for an ashlands greenhouse, or an underwater... |
| 11939 | Sky City | Resources | MMH | 55-5983 | fidel_ | 2011-12-24 | This my version of the original 3D work Sky City. |
| 11938 | Sky City (rweedit) | Resources | MMH | 55-5984 | Razorwing | 2011-12-24 | fidel's Sky City, edited by Razorwing I was asked by kalikut to take a look at fidel's Sky City mesh to sort out some of the problems with it, mainly removing untextured meshes and attempting to get the poly count down to a more reasonable level. It was done with fidel's general... |
| 11937 | Sky City (rweedit) | Resources | MMH | 55-5985 | Razorwing | 2011-12-24 | fidel's Sky City, edited by Razorwing I was asked by kalikut to take a look at fidel's Sky City mesh to sort out some of the problems with it, mainly removing untextured meshes and attempting to get the poly count down to a more reasonable level. It was done with fidel's general p... |
| 11936 | Temple | Resources | MMH | 55-5986 | fidel_ | 2011-12-24 | This is a sort of temple like building. NIF format |
| 11935 | Stable | Resources | MMH | 55-5987 | crazyboy | 2011-12-24 | Part of Morrowind Workshop |
| 11934 | Lighthouse | Resources | MMH | 55-5988 | crazyboy | 2011-12-24 | For interior use uncommon tower that. I know it's not the best but it would take too long to do an interior (sorry but I have too many other things I'm making). The model credit 3d cafe; textures and alterations: crazyboy |
| 11933 | Apple Tree | Resources | MMH | 55-5989 | crazyboy | 2011-12-24 | Part of Morrowind Workshop |
| 11932 | Banana Tree | Resources | MMH | 55-5990 | crazyboy | 2011-12-24 | Part of Morrowind Workshop |
| 11931 | Coconut Tree | Resources | MMH | 55-5991 | crazyboy | 2011-12-24 | Part of Morrowind Workshop |
| 11930 | Celtic Cross 1 | Resources | MMH | 55-5993 | crazyboy | 2011-12-24 | Part of Morrowind Workshop |
| 11929 | Celtic Cross 2 | Resources | MMH | 55-5994 | crazyboy | 2011-12-24 | Part of Morrowind Workshop |
| 11928 | Dragon Statue | Resources | MMH | 55-5995 | crazyboy | 2011-12-24 | This model came from the 3d cafe site. There was no author listed for this. I used the dragon and dragon 3 files to create this. then textured it. So to the author (unknown) thank you for making this freeware. |
| 11927 | Dwarven Ship | Resources | MMH | 55-5996 | dongle | 2011-12-24 | Any modders are free to use these in any projects they want, all I ask is that they drop me a note when the mod is released so I can see how things get used. This is the standard Vvardenfell sailing ship re-textured in Dwemer metal. Intended to be used for creating Dwemer Air Ships. Version 1.1 n... |
| 11926 | Easter Island Statue | Resources | MMH | 55-5997 | crazyboy | 2011-12-24 | Mesh from 3d cafe. no author. I retextured, sized and added in. |
| 11925 | Evil Dead | Resources | MMH | 55-5998 | fidel_ & Hellwolve | 2011-12-24 | New undead face retextures + few ear recolors. Original faces and textures which these models are based upon are made by Rhedd and Allie. |
| 11924 | Evil Body Parts | Resources | MMH | 55-5999 | Hellwolve | 2011-12-24 | This is an Add-On to the EvilDead faces: bodyparts. They are textured to fit with the two pale faces. The same rules from the faces apply on these bodyparts. |
| 11923 | Gallows | Resources | MMH | 55-6000 | crazyboy | 2011-12-24 | Thanx to moose studios for the model. Just give credit to wiremonger for the model and some textures and me for placing and texturing! |
| 11922 | Gargoyle Statue | Resources | MMH | 55-6001 | crazyboy | 2011-12-24 | Thanks to Cyril Moreul for this great model available at 3dcafe. I textured and fixed model to be used in game. Please if you use this give credit to Cyril for the model and me for the textures and alterations. crazyboy |
| 11921 | Hanging Man Cage | Resources | MMH | 55-6002 | crazyboy | 2011-12-24 | This was gotten from 3ds.com. All I did was insert and texture. |
| 11920 | Orange Tree | Resources | MMH | 55-6004 | crazyboy | 2011-12-24 | Part of Morrowind Workshop |
| 11919 | Pear Tree | Resources | MMH | 55-6005 | crazyboy | 2011-12-24 | Part of Morrowind Workshop |
| 11918 | Pegasus Statue | Resources | MMH | 55-6006 | crazyboy | 2011-12-24 | Part of MORrowind Workshop |
| 11917 | Rugs and Tapestries | Resources | MMH | 55-6007 | TextureFreak aka Texture Freak | 2011-12-24 | I made this mod to create more diversity. These are no new meshes. I just retextured existing textures. |
| 11916 | Greek Ship | Resources | MMH | 55-6008 | crazyboy | 2011-12-24 | This model was created by Greg Crowfoot. I fixed it up a bit and textured it. The model credit goes to the name above! Thanx for making this freeware! |
| 11915 | Vampire Skull | Resources | MMH | 55-6009 | crazyboy | 2011-12-24 | Part of Morrowind Workshop |
| 11914 | 10 Common Tapestries | Resources | MMH | 55-6010 | TextureFreak aka Texture Freak | 2011-12-24 | Textures for you this time. |
| 11913 | Medieval Well | Resources | MMH | 55-6012 | crazyboy | 2011-12-24 | Part of Morrowind Workshop |
| 11912 | Roast Bird | Resources | MMH | 55-6013 | LordOverkill | 2011-12-24 | .3ds format |
| 11911 | Bonemold Club | Resources | MMH | 55-6014 | crazyboy | 2011-12-24 | Retextured and put into game if you use for mod just give 3dmodels credit for the mesh and me credit for textures and modelz.com free model. This model has been downloaded from the modelz free section, for more information, as well as hundreds of free models, visit... |
| 11910 | Dualblade | Resources | MMH | 55-6015 | crazyboy | 2011-12-24 | Part of MORrowind Workshop |
| 11909 | Bonemold Mace | Resources | MMH | 55-6016 | crazyboy | 2011-12-24 | Part of Morrowind workshop |
| 11908 | Iceblade | Resources | MMH | 55-6017 | Keagan | 2011-12-24 | This weapon was made by Thomas Beswick aka Keagan Feel free to use these files in any mod, all I ask is to credit me for my work. Also, if you modify any of the included files mention it in your mod. And it would be nice if you drop me a note to [url=mailto:masterbezz@hotmail.com]masterbezz@hotmail... |
| 11907 | Thanos' Resource Pack | Resources | MMH | 55-6019 | Thanos | 2011-12-24 | Feel free to use these files in any mod, all I ask is to credit me for my work. Also, if you modify any of the included meshes mention it in your mod. And it would be nice if you drop me a note to [url=mailto:thanostower@hotmail.com]thanostower@hotmail.com/[url] to let me know where it's being u... |
| 11906 | Particle-Effect Hammer | Resources | MMH | 55-6020 | fidel_ | 2011-12-24 | Contains one weapon model, a two-handed hammer with particle FX. |
| 11905 | Soul Reaver | Resources | MMH | 55-6021 | fidel_ | 2011-12-24 | Contains one two-handed sword, 'nuff said. |

| ID | Name | Category | Site | Link | Author | Date | Description |
|-----------|---|-----------------|-------------|-------------|--------------------|-------------|--|
| 11904 | Tek Swords | Resources | MMH | 55-6022 | fidel_ | 2011-12-24 | One handed sword, not really Morrowind style but swords none the less. Contains three alternate textures. |
| 11903 | Daedric Floor Tiles | Resources | MMH | 55-6023 | MagicNakor | 2011-12-24 | This is a set of floor tiles that I created for the now-defunct Playable Dremora Quest Addon. The entire alphabet (A-Z) is available, and as you can see, are glowmapped. The one tile that is not says labyrinth. |
| 11902 | Unicorn Tapestries | Resources | MMH | 55-6024 | MagicNakor | 2011-12-24 | This is more of a modder's resource than a mod proper. It adds two series of tapestries to the CS- [i]The Hunt of the Unicorn/[i] and [i]The Lady and the Unicorn.[/i] They are very large, and if set to 50% their original size are roughly around the same size as an original-sized ... |
| 11901 | Bone Shields | Resources | MMH | 55-6064 | Daduke | 2012-02-03 | [b]*****[b] [b] MORROWIND: [/b] [b] Boneshields[/b] [b] By Daduke (ma... |
| 11900 | Ancient Headdress | Resources | MMH | 55-6068 | Phijama | 2012-02-03 | This initially started life as a simple request from my daughter, to make a feathered headdress that looked 'vaguely' Egyptian/ Mayan. It somehow snowballed and now includes pauldrons, bracers, several simple necklaces (one with animated textures) and some Chakra (offensive and defensive war ring... |
| 11899 | Dark Brotherhood tapestry resource | Resources | MMH | 55-14429 | Rattfink333 | 2012-02-04 | A resource for a dark brotherhood tapestry. No esp. You'll have to work it into your mod. free to use. |
| 11898 | Dark Brotherhood tapestry resource v1.0 | Resources | MMH | 55-6841 | Rattfink333 | 2012-02-04 | A resource for a dark brotherhood tapestry. No esp. You'll have to work it into your mod. free to use. |
| 11897 | MWanimation_blankfiles | Resources | MMH | 55-6101 | Bethesda Softworks | 2012-04-17 | This files was mentioned in an archived thread at ES Forum Archive. http://www.yacoby.net/es/forum/12/8830421222620840.html |
| 11896 | Modders Resources 4 | Resources | MMH | 55-6867 | Mighty Joe Young | 2012-04-30 | Models including the following: Nautilus, Wraithguard New Droid New Halloween New Horizon Boat New Spawn Boots NPC Stuff Nude Statue Olympus Ostrich Palm Tree Pantheon Pillars, Full Planets Playable Cyborgs... |
| 11895 | Midgetalien's Creature Pack III | Resources | MMH | 55-14475 | Mi | 2012-05-20 | Midgetalien's creatures III This resource contains the meshes and textures for four new creatures. There is NO ESP and as such the creatures must first be set up in the CS before use. |
| 11892 | Clavis's Arched Tileset #2 | Resources | MMH | 55-6941 | Clavis | 2012-07-09 | This is a reskin of Oom Fooyat's Arched tileset using textures based on limestone mosaics. Very mediterranean looking. Pictures available [url=http://s5.photobucket.com/albums/y196/Clavis/Morrowind/A02/HERE[/url]. ESP cleaned using GMST Cleaner (updated version) Please note... |
| 11891 | Clavis's Hlaalu Tileset #2 | Resources | MMH | 55-6942 | Clavis | 2012-07-09 | This is a reskin of the Hlaalu tileset (both interior & exterior) to match my Arched Set #2. Pictures at http://photobucket.com/albums/y196/Clavis/Morrowind/A02-04_Arched/ESP_cleaned_using_TES_Tool |
| 11890 | Swords and Staves 1 | Resources | MMH | 55-6965 | Elderhoss | 2012-07-15 | These are just some sword and stave models that I made as a resource. Includes SilCel (pronounced "Sil-Kel") (two handed Broadsword), MoorGold (longsword), Pyromet (Wizards staff), and Twist of Fate (Wizards Staff). You are free to use them in your mods. Just make sure I get cred... |
| 11889 | Garden decoration pack | Resources | MMH | 55-6966 | The_Inwah | 2012-07-15 | This mod doesn't add anything to the game! You will have to do that yourself ;) The mod adds the following: birdbaths (black, green and marble) one wooden bench (_ti_benchwood) one sundial (_ti_sundial) one wooden chair (_ti_gchair) one ga... |
| 11888 | Shakuer's Bunker Pillbox | Resources | MMH | 55-14518 | ShakurtheDeceiver | 2012-07-18 | This is the first mod I'm submitting. I made it a while ago, and haven't used it. So instead of deleting it later (a choice I usually end up regretting) I'll just submit it for someone else. It isn't a glorious pillbox bunker, but a little work could change that. I won't be doing such work, I h... |
| 11887 | Glass Jars & Lamps Pack #1 | Resources | MMH | 55-6969 | Clavis | 2012-07-18 | This is a Resource Pack of re-skinned Jars and Ashlander Lamps using stained glass textures. The jars use a mesh tweaked by Brash to be semi-transparent. Just what you want in a glass Jar. The lamps come with three types of wood ribbing and have customized light to match t... |
| 11886 | Yar-Yulme's Nif Resources | Resources | MMH | 55-14526 | Yar-Yulme | 2012-07-20 | This is a collection of meshes, created entirely in NifScope, using only default MTB textures and meshes as base. After I tried to do something this way, it emerged that this is a very fun, although somewhat limited, method of creating meshes. Some of these models may be considered as concept for... |
| 11885 | Vivec and Velothi Retexture v2.2 | Resources | MMH | 55-6983 | Vagabondangel | 2012-07-22 | Completely different from my first VV texture replacer, this one at least attempts to stay more in keeping with the game's ambience. I tried to make it look like the city fit for a god I wished Vivec was but isn't quite so in your face as the marble one I did. In v2.1 I have redone... |
| 11884 | Ordinator Armor Replacer / Tribunal Armor | Resources | MMH | 55-6984 | Vagabondangel | 2012-07-22 | This will replace all the Ordinator armour in Morrowind with a new black and gold version. To keep aesthetic consistency, it also replaces the blue expensive pants and skirt worn by Ordinators with black and gold versions. There is a female version of the cuirass and the new open faced helmet fro... |
| 11883 | Window Jambs | Resources | MMH | 55-6988 | Dongle | 2012-07-23 | A new interior tile piece, the Window Jamb. These are some modified Bethesda tile sets. The take the common and rich interior windows and reduce the tile to just a single wall. They are sized and positioned to fit an interior entrance... |
| 11882 | MJY Castle | Resources | MMH | 55-6994 | Mighty JoeYoung | 2012-07-23 | mjy castle meshes. no name for it made as a resource pack.pluging added, some meshes are not ingame, as u need to add it in castle is made up, as i needed to test the meshes, entrance to go visit it is in seyda need on the building close to the small bridge[door] |
| 11881 | MJY Dragons Race | Resources | MMH | 55-7000 | Mighty Joe Young | 2012-07-23 | Dragon race, playable. Both male and female, new meshes from Better Bodies meshes. |
| 11880 | Silveri's Furniture (Pack 1) | Resources | MMH | 55-7024 | Silveri | 2012-07-24 | This is for modders only - all new retextured meshes, of nearly all the furniture, some of the chests, crates, beds, imperial fire pit, imperial alter, a hook, trays, and display cases. I made them in a 2 light-coloured wood, and 1 in a kind of red wood tiles. Again as for m... |
| 11879 | Silveri's Hlaalu Walls v1.1 | Resources | MMH | 55-7025 | Silveri | 2012-07-24 | This is for modders. It's the Hlaalu walls I have given new textures. There are 2 sets of walls. 1 Blue and the other a kind of wallpaper that is also in blue. Included: grasspits (ashpits recoloured to use for plants) waterpits (the same as above for water) ... |
| 11878 | Psymon's Dwemer statue pack v1.0 | Resources | MMH | 55-7028 | Psymoniser | 2012-07-25 | Adds five dwemer statue models to the construction set, holding different dwemer weapons. The statue holding the dwemer halberd replaces the Bethesda stock statue. The original 10 statues placed throughout morrowind have been replaced by the ones I made. Screen shots are included in the zip and t... |
| 11877 | Shields for Aleannes Clothes 1 and 2 | Resources | MMH | 55-7054 | Pekka | 2012-07-25 | Shields is something that has been neglected for Morrowind a long time. Bethesda didnt ship many good looking shields to us either and I have had a really hard time finding shields that I like, wich fits either the armor I use or the weapon that Im using but a shield should fit the armor first... |
| 11876 | Crystals of Darkness and Light | Resources | MMH | 55-7056 | Pekka | 2012-07-26 | Go to Ebonheart Imperial Chapel if you want to meet the Mistress of light Go to Ramimik Shrine if you want to meet the Lord of Darkness. They will provide you with 2 different rings. These rings are light objects, the same as a lantern or a torch so they will show up next to yo... |

| Id | Name | Category | Site | Link | Author | Date | Description |
|-----------|---|-----------------|-------------|-------------|---|-------------|---|
| 11875 | Champions of Tamriel | Resources | MMH | 55-7083 | Lady Rae | 2012-07-26 | A set of not Power Ranger Outfits. The change to this mod is that the Champion of Love has gathered a collection of these outfits and sells them from a barrel in Caldera. |
| 11874 | Requiem - Sword Resource: Part 1 | Resources | MMH | 55-7101 | Phijama | 2012-07-26 | This is the first sword in my 'Requiem' sword resource. The opening sword is 'Requiem' itself, a two handed longsword with dragon detail and partial reflect maps. Unenchanted, but quite unique. Included are all stages of scabbard, full, drawn, ground full, ground empty. A scabbard is... |
| 11873 | Sexy Female Hairstyle v1.0 | Resources | MMH | 55-7113 | Lochnarus & Silaria | 2012-07-27 | Adds a new hair model for females of all the humanoid races, in 5 different colors for each race (Brown, Black, Red, White, and Blonde). Included is a polygonal texture map so you can make your own textures if you like. |
| 11872 | Peace and Tranquility | Resources | MMH | 55-7116 | phijama | 2012-07-28 | Two of these blades started life at the same time as I produced 'Na'Eelrin', but for one reason or another I gave up after 2 hours work. Vagabond Angel inspired me to finish these blades after the release of his very accomplished sword, 'Hisyyo'. This plugin is essentially released as ... |
| 11871 | PARTIAL archive of LadyE's resources | Resources | MMH | 55-7141 | Lady Eternity & Proudfoot | 2012-07-31 | These are from http://www.proudfootimaging.com/ladye_mw/ . |
| 11870 | Lurlock's Billiards Table v1.0 | Resources | MMH | 55-7173 | Lurlock | 2012-08-04 | Adds a working Billiards table to the game. To visit it, go to Shenks Shovel in Caldera, or just open the console and type: coc Billiards Room Note that this is a modders resource, not an actual mod, per se. The table functions, but theres nothing else in the room. |
| 11869 | Nethellus' Dwemer Resources | Resources | MMH | 55-14547 | Nethellus | 2012-08-11 | I've been modding the dwarven ruins and adding more powerful enemies among other things, and here are some of the new models I've come up with. Nothing is original, it is all put together from Bethesda's meshes and textures. You may use these however and for whatever you ... |
| 11868 | Qarl's Hair Pack I | Resources | MMH | 55-7245 | Qarl | 2012-08-14 | new hair meshes. Many different colors. For Breton, Imperial, and Nord females. For a total of 112 different hair selections. |
| 11867 | Villa Fortuna | Resources | MMH | 55-7255 | TextureFreak aka Texture Freak | 2012-08-16 | the banks of lake Masobi stands a villa. Carefully located on the opposite side of Suran and directly connected to the docks of Ules Manor this villa guarantees a great view at the surroundings. I'll sum up a few of its features for you. Spacey entrance with neatly designed flo... |
| 11866 | Books | Resources | MMH | 55-7256 | TextureFreak aka Texture Freak | 2012-08-16 | This is a modders resource. This mod includes 8 retextured bookmodels that can be freely used by anyone who mods for the game Morrowind. Just make sure I get the proper credits for it. Most of the new textures are based on photographs taken from books at my home. I edited them and changed them and... |
| 11865 | banzai trees | Resources | MMH | 55-7278 | Redwoodtreesprite | 2012-08-22 | Several Banzai models are presented here that would fit comfortably into an Asian themed mod. |
| 11864 | Inverted Velothi Interiors | Resources | MMH | 55-10047 | DonnerGott | 2012-09-03 | Inverted meshes for 6 Velothi small interior rooms. Doors that entered on the left, are now on the right for 4 rooms. Two have multiple exits. Demo ESP included, see Readme for directions. Everything is vanilla, just inverted. |
| 11863 | Haunted Manor Tileset 1.0 | Resources | MMH | 55-11642 | ravege | 2012-09-06 | This is a haunted house looking exterior tileset. Included is a retextured common interior set. It does NOT snap to grid, there may be issues with some bits. |
| 11862 | Shield Effect v1.0 | Resources | MMH | 55-11668 | latendresse76 | 2012-09-11 | so yea got bored a while back and made this for a large possible wip that most likely won't happen. Saw a post that someone showed interest so here it is.... it might need so tweaking and such, i think it has some custom textures i haven't looked at it in months... |
| 11861 | Dunmeri Translator v1.0 | Resources | MMH | 55-11678 | Majra | 2012-09-16 | A guide to Dunmeri grammar and lexicon in Word format for download; 23 pages. |
| 11860 | Complete Guide to Tamriel Lore | Resources | MMH | 55-11679 | Mortis | 2012-09-16 | The Complete Guide to Tamriel Lore is a resource that I hope everyone will find useful, be they an old Scholar, an over worked Modder or someone experiencing the World of The Elder Scrolls for the first time. Almost all of the information in this document has been collected from the various lore ... |
| 11859 | lfx_edwinna_book_10.7z | Resources | MMH | 55-11739 | not sure | 2012-10-13 | apparently this gets edwinna elbert to read secrets of dwemer animculis |
| 11858 | Elendil's Helm | Resources | MMH | 55-11741 | LordJBeckman | 2012-10-15 | Adds Elendil Helm mesh and textures. No esp file. |
| 11857 | Smoother Adamantium Shields v1.0 | Resources | MMH | 55-11746 | Slartibartfast | 2012-10-22 | This mod is a minor variation of dingles adamantium shields mod whereby i have replaced the original meshes with smoother versions. |
| 11856 | Alchemy Boxes Morrowind Only Edition v1.0 | Resources | MMH | 55-11760 | kittybrod aka PawPrintExpress aka Catherine | 2012-11-03 | This file includes only those boxes for ingredients found in Morrowind ONLY. It does not include boxes for Tribunal or Bloodmoon ingredients. There are two other packs available that include those. This is a modder's resource. It doesn't add anything to the game. There are three ways t... |
| 11855 | Alchemy Boxes Tribunal Edition v1.0 | Resources | MMH | 55-11761 | kittybrod aka PawPrintExpress aka Catherine | 2012-11-03 | This file includes only those boxes for ingredients found in Tribunal ONLY. It does not include boxes for Bloodmoon or Morrowind ingredients. There are two other packs available that include those. This is a modder's resource. It doesn't add anything to the game. There are three ways t... |
| 11854 | Alchemy Boxes Bloodmoon Edition v1.0 | Resources | MMH | 55-11762 | kittybrod aka PawPrintExpress aka Catherine | 2012-11-03 | This file includes only those boxes for ingredients found in Bloodmoon ONLY. It does not include boxes for Tribunal or Morrowind ingredients. There are two other packs available that include those. This is a modder's resource. It doesn't add anything to the game. There are three ways t... |
| 11853 | Alchemy Boxes Sri's Alchemy Edition v1.0 | Resources | MMH | 55-11763 | kittybrod aka PawPrintExpress aka Catherine | 2012-11-03 | This file includes only those boxes for ingredients found in Sri's Alchemy ONLY. It does not include boxes for Tribunal, Bloodmoon or Morrowind ingredients. This is a modder's resource. It doesn't add anything to the game. There are three ways to use it. Load both this plugin a... |
| 11852 | Henna Tattoos Resource | Resources | MMH | 55-11814 | kalikut | 2012-11-10 | This is a resource of layered photoshop files for placing tattoos on your preferred skin. The layer settings of the tattoos are designed for human skin tones. Using a Dark Elf skin tone will reap different color results and may require your own color editing. Files included: better... |
| 11851 | Darker Textures for Underwater Palace | Resources | MMH | 55-11815 | kalikut | 2012-11-10 | New, darker textures for the Underwater Palace Tileset, by fidel and modified by Erstam. It also contains the meshes, renamed and mapped to the new textures for added convenience. There is no esp file included. There are a set of blue textures in the ALT textures folder and will overwr... |
| 11850 | TF_Velothi Tileset v 1.0 | Resources | MMH | 55-11877 | TextureFreak | 2012-11-12 | This mod adds a complete new Velothi tileset. The .esp file adds only the models to the editor. You can find the models under Static with the prefix 'In VtF'. To install simply extract this package into the Data Files folder and load the plugin in the editor and merge it with your working mod for ... |
| 11849 | TF_Snow Land Textures v2.0 | Resources | MMH | 55-11878 | TextureFreak | 2012-11-12 | This mods includes a few snowtextures, basically my old snowtextures but updated to a higher quality. They look more like real snow now in my opinion. Read the readme file for more information. From the PES description: This mod contains 4 new snow landtextures, I think some of th... |
| 11848 | TF_Imperial Interior Tileset v 1.0 | Resources | MMH | 55-11879 | TextureFreak | 2012-11-12 | New Imperial interior tileset modpack for.. [i]modder's use only[/i]... complete re-text, esp included for ease. See readme for info. |

| ID | Name | Category | Site | Link | Author | Date | Description |
|-----------|---|-----------------|-------------|-------------|--------------------------------------|-------------|---|
| 11847 | TF_Arctic Yurts | Resources | MMH | 55-11880 | TextureFreak | 2012-11-12 | This mod contains Arctic interior and exterior retextures of the Ashlander yurts. From the PES description: This is a modpack only that adds 3 retextured Ashlander yurts to the editor but doesn't place any of them ingame. You'll have to do that yourself. Feel f... |
| 11846 | TF_4 New Tapestries | Resources | MMH | 55-11881 | TextureFreak | 2012-11-12 | This mod adds 4 fantasy themed retextured tapestries. |
| 11845 | Monk Beads | Resources | MMH | 55-11891 | Daduke | 2012-11-13 | Amulet modder's resource (no ESP) |
| 11844 | Ratpack | Resources | MMH | 55-11917 | Telemachus | 2012-11-14 | Modder's resource containing NIFs and textures for six varieties of white rats: White Rat 1 - Black Snout, pink ears White Rat 2 - Black Snout and ears White Rat 3 - Black Snout, white ears White Rat 4 - White Snout, black ears White Rat 5 - White Snout, Pink ears |
| 11843 | Saint's banners | Resources | MMH | 55-11961 | Stalker | 2012-11-15 | This mod adds banners showing all Morrowind saints + Tribunal gods. There are 4 versions of banners: animated torn and normal, non-animated torn and normal |
| 11842 | Tapestries | Resources | MMH | 55-11964 | Stalker | 2012-11-15 | This plugin adds new tapestries to the editor. |
| 11841 | Taxicab | Resources | MMH | 55-12046 | TheSiriusSnape | 2012-11-25 | Snape's Purist Nightmare: Wildly Anacronistic Models for MW TheSiriusSnape Source of Original Meshes: Amazing 3D Graphics http://www.amazing3d.com/free/free.html These are not models that I made. They are free 3D clip art that I messed with some in Max and us... |
| 11840 | Sleigh | Resources | MMH | 55-12048 | TK | 2012-11-25 | Sleigh |
| 11839 | Schiff | Resources | MMH | 55-12050 | Cyborg | 2012-11-25 | Ship |
| 11838 | Inwah's Home Van v1.0 | Resources | MMH | 55-12054 | The_inwah | 2012-11-25 | This mod does NOT add anything to the game. It merely adds a new mesh, and a couple of textures for it. The mesh itself is a home van wich is based on a van I saw on a freeware site. It might not be as good, but it looks pretty much like it. Feel free to retexure the wagon so it fits better into... |
| 11837 | Erz Lore | Resources | MMH | 55-12056 | Cyborg | 2012-11-25 | Minecart |
| 11836 | Barter of Furniture v1.1 | Resources | MMH | 55-12059 | ayse | 2012-11-25 | Furniture |
| 11835 | Mir_res_Carriage | Resources | MMH | 55-12061 | Unknown | 2012-11-25 | Carriage |
| 11834 | Flatboat | Resources | MMH | 55-12063 | Greybeard | 2012-11-25 | A raft |
| 11833 | Authentic Documents v1.0 | Resources | MMH | 55-12092 | Korana | 2012-12-20 | Contains, in individual folders for installation "cleanliness" the "following": books children's books (not child material per say, mostly it's the size as I found the size of original books too large) letters scrolls of eastern variety |
| 11832 | Instruments v1.0 | Resources | MMH | 55-12093 | Korana | 2012-12-20 | The following instruments have been created by me either through usage of free-for-use freeware, or by hand...or by a mixture of both hand and resources. The instruments include: Bagpipes (a gift for someone...) Clarinet Fiddle (with separate bow) Transverse... |
| 11831 | Miscellaneous Tapestries and Paintings Pack v1.0 | Resources | MMH | 55-12095 | Korana | 2012-12-20 | These paintings and tapestries where made for random projects and where never used, or I have had requests to release them separatley. Feel free to use these in whatever way you see fit, for whatever reason. There is an esp file included that has the tapestries and paintings... |
| 11830 | Sanitary Conditions for Morrowind | Resources | MMH | 55-12096 | Korana | 2012-12-20 | Due to Princess Stompers' constant comments about toilets...I have no made a set of historical toilets for Morrowind- ranging from ye ol' hole in a box medieval latrines to the water closet of the early 19th century. AND YES. I made USED versions. There's two ver... |
| 11829 | Celtic Cross 2 Redux v1.0 | Resources | MMH | 55-12109 | Startibartfast | 2013-01-01 | [Better UV] Better UV This is a reworking of Crazyboy's Celtic Cross 2 resource, i have improved the UV mapping so that the surface should now resemble the texture used.I closed a gap between the cross and the base and added a bevelled edge to improve the symmetry at the top of the cross. I extended the depth of the b... |
| 11828 | Zelda Items Modders Pack v1 | Resources | MMH | 55-12116 | Ki Shin Ju | 2013-01-04 | [Spiritual Stones and Bombs] Spiritual Stones and Bombs This Modders Pack will give you most of the items from the Oracle of Time zelda game. Without the bow as I am still trying to get the animations on it to work correctly. |
| 11827 | Hlaalu city resource | Resources | MMH | 55-12117 | Kyromods | 2013-01-04 | [Poor Town 3] Poor Town 3 *copied From Readme* So what I have added is as follows: *40+ unused interior cells The names are "WK_M_0" - "WK_M_41" *Massive hlaalu city Named "WKHHTest" *One NPC named "WKTestHlaalu" I think you need tribunal, in or... |
| 11826 | Resource Pack for Better Body Textures for Better Heads - Argonians | Resources | MMH | 55-12219 | Silaria | 2013-02-20 | Description: These four Rar files contain all the Photoshop files for the female bodies for the BB Textures for BH Argos. I had to break this out into four files because my dang connection would drop if I tried to upload the whole 50meg file. o.O This is not, I repeat NOT, the actual Body retexu... |
| 11825 | Victorian Furniture Resource | Resources | MMH | 55-12227 | lochnarus\, VagabondAngel\, & Dongle | 2013-02-21 | Contains 6 new furniture meshes to be used in any mod for Morrowind only. All meshes are freeware, and are available in their original forms at www.all-in-3d.com You must give credit to dongle for converting and remapping the bed, dresser, table and rocking chair models. |
| 11824 | Silveri's Misc. (Pack 3) | Resources | MMH | 55-12243 | Silveri | 2013-02-26 | Items for modders, requires no expansions; doesn't place any items anywhere in the world. Mod includes 12 barrels, 2 types of chests (12 of each) , 24 baskets and 39 Jars. The barrels and the chests have the same textures. The baskets have new textures. The jars have the same textures... |
| 11823 | Silveri's Misc. (Pack 2) | Resources | MMH | 55-12244 | Silveri | 2013-02-26 | For modders only, no expansion pack needed. I made this on a request for some new napkins, and threw in a little extra. Included: napkins...(39 of the napkins, have the texture from Silveris misc. pack 1....36 have new textures. 5 set of forks, knives and spoons in the "colours": Gol... |
| 11822 | Silveri's Misc. (Pack 1) | Resources | MMH | 55-12245 | Silveri | 2013-02-26 | This modpack is intended for modders to put new misc. items in their mods, for a little variation. I have tried to make something for everones taste. Both in colour and in light and dark ones as well. Some even look a little weird. If you have questions you can contact me at url=mailto:bente@si... |
| 11821 | Silveri's Stone Walls v1.0 | Resources | MMH | 55-12246 | Silveri | 2013-02-26 | This is for modders only. It's the In_c stonewalls that I have given new textures. It's in the brown colour range, so I think it blends well with the original Morrowind. I have included pictures. Or look here: www.silveri.dk |
| 11820 | Craigor's Velothi Pack 1.0 | Resources | MMH | 55-12256 | Craigor | 2013-03-01 | Original Meshes by Veet (Aaron French) ,This mod is intended solely as a modder's resource. It retextures and slightly edits some of Veet's velothi style architecture. The models are now set to use standard velothi textures (if you have a replacer package, it'll use whatever texture... |
| 11819 | Dynamic Pool v0.2 | Resources | MMH | 55-12276 | Galsiah & Lurlock & Blake | 2013-03-05 | This is a resource for use in Morrowind mods, created by Galsiah, Lurlock and Blake. It's a pool table that works. It requires Tribunal. (See below for usage info and credits) It's been tested a fair bit now. There shouldn't be any big problems. I don't have an inv... |
| 11818 | Black Guar and Silver Saint | Resources | MMH | 55-12290 | Sir Bob | 2013-03-07 | This is pretty much just a modders resource, just make sure that the golden saint is "Biped" and a Daedra, the guar is just a creature, just open it by NIF and it will be animated and such. |
| 11817 | Alpha 3 Desert City Set v1.0 | Resources | MMH | 55-12314 | Lady Eternity | 2013-03-12 | A desert tileset (meshes/textures only, no ESP). |

| Id | Name | Category | Site | Link | Author | Date | Description |
|-------|---|-----------|------|----------|---------------------------|------------|--|
| 11816 | Un-Blocked Werewolf v1.0 | Resources | MMH | 55-12315 | Detrius2004 | 2013-03-12 | This is a modder's resource, not a playable mod. It is the Bloodmoon werewolf meshes with the box in the head shrunk down so that it isn't visible. Requires the Bloodmoon expansion for the textures. They need to be in the same directory as the *.kf files for werewolves for the animations to work.... |
| 11815 | Flowing Lava Falls | Resources | MMH | 55-12316 | Detrius2004 | 2013-03-12 | These mods are only modders' resources. I hope the modding community finds them useful. Uncompress with Winrar into the data files folder. The mod titled 'flowing lava final' adds three objects to the construction set that look and sound like flowing lava. Under the "light"... |
| 11814 | Map Boards | Resources | MMH | 55-12388 | ayse | 2013-04-02 | Map Boards by Ayse (09/12/2004) File is just meshes and textures, no esp no readme. - Spirithawk |
| 11813 | PirateLord's Daedric Realms Resource v1.0 | Resources | MMH | 55-12392 | PirateLord | 2013-04-04 | Since I'm not working on this mod no more, I thought I'd make these resources available to anyone interested in them. It's been so long, that I've forgotten who I should be crediting - Sorry! Adds 5 new "interior" cells for Coldharbour, Deadlands and Shivering Isles. Many new (aka rete... |
| 11812 | Loch's Deck of Cards v1.0 | Resources | MMH | 55-14610 | Lochnarus | 2013-04-11 | This is a deck of playing cards set up as a misc item in the CS to be used as a resource for Morrowind mods. Done at the request of swrdphantom, a member of the official ES forums. Screenshot included with file...if used, put credit for the model and textures in your readme file. |
| 11811 | Daggerfall inspired meshes - modders resources v1.0 | Resources | MMH | 55-14617 | Lord Berandas | 2013-04-15 | Contains two bucket models, three carts, three lamp meshes, one animated pump and a well. Feel free to use it in your mods if you like it. It uses Morrowind/Tribunal/Bloodmoon textures, except the signs, which uses textures from SHotN archives. Also you're permitted to modif... |
| 11810 | Malachite Weapons Set - modders resources v1.0 | Resources | MMH | 55-14618 | Lord Berandas | 2013-04-15 | Set of Malachite weapons - inspired by Skyrim Glass weapons. It contains a Dagger, Longsword, Claymore, War Axe, Battleaxe, Warhammer and a Mace. Package also contains .esp with all the weapons in Seyda Neen, so you can examine them and compare with others. Their parameters are similar to the Gla... |
| 11809 | Tents - modders resources v1.0 | Resources | MMH | 55-14619 | Lord Berandas | 2013-04-15 | Set of nordic tent meshes originally created for the SHotN project, so it uses some textures from it's archive, but my own textures are included. Feel free to use them in your mods. |
| 11808 | Sleds meshes - modders resources v1.0 | Resources | MMH | 55-14620 | Lord Berandas | 2013-04-15 | Set of various sleds originally created for SHotN project. Feel free to use them in your mods. |
| 11807 | Velothi Frescoes - modders resources v1.0 | Resources | MMH | 55-14621 | Lord Berandas | 2013-04-15 | Just a retexture of some velothi frescoes to add more variety, this is a modders resource, it doesn't alter the original ones. Meshes have just modified UV maps to fit textures. Textures are based on vanilla ones. Feel free to add some variety to your ancestral tombs! |
| 11806 | KRS_WSen 1.3 Resource | Resources | MMH | 55-14665 | Kieve | 2013-04-25 | This is a Resource-Only mod. The files necessary for testing and retexturing are provided, but are not set up for extraction. For those unlearned in the ways of TESCS: .NIF - these files go in your meshes directory .DDS - these go in the textures directory .BMP - th... |
| 11805 | Clean Peace and Tranquility | Resources | MMH | 55-14670 | Phijama | 2013-04-28 | Two of these blades started life at the same time as I produced 'Na'Eelrin', but for one reason or another I gave up after 2 hours work. Vagabond Angel inspired me to finish these blades after the release of his very accomplished sword, 'Hissy'o'. This plugin is essentially released as ... |
| 11804 | Freedom Keep | Resources | MMH | 55-14696 | ThreadWhisperer & Zyndaar | 2013-05-11 | Zyndaar's Modular Castle Set - READ ME ***** *INTRO* ***** Back in February of 2003 a vision took it's first true form and shape in the world of 3ds Max. Under the patient hands of a master it became the foundation of what would become the most comprehensive castle m... |
| 11803 | Palmtree Type 1 | Resources | MMH | 55-14697 | Archeopterix | 2013-05-11 | Modders Resource: Palmtree Type 1 (2 trees, 2 NIFs) Warning: these models are intended for people who already have some experience using the Elderscrolls Construction Set packed with the PC version of Morrowind. These are NIFs ONLY, they do not have any associated Constructi... |
| 11802 | Palmtree Type 2 | Resources | MMH | 55-14698 | Archeopterix | 2013-05-11 | Modders Resource: Palmtree Type 2 (3 trees in one NIF) Warning: these models are intended for people who already have some experience using the Elderscrolls Construction Set packed with the PC version of Morrowind. These are NIFs ONLY, they do not have any associated Constru... |
| 11801 | Weeping Willow | Resources | MMH | 55-14699 | Archeopterix | 2013-05-11 | Modders Resource: Weeping Willow (single NIF) Warning: these models are intended for people who already have some experience using the Elderscrolls Construction Set packed with the PC version of Morrowind. These are NIFs ONLY, they do not have any associated Construction Set... |
| 11800 | Cypress | Resources | MMH | 55-14700 | Archeopterix | 2013-05-11 | Modders Resource: Cypress (3 trees, 3 NIFs) Warning: these models are intended for people who already have some experience using the Elderscrolls Construction Set packed with the PC version of Morrowind. These are NIFs ONLY, they do not have any associated Construction Set p... |
| 11799 | Yellow Flower Bush | Resources | MMH | 55-14701 | Archeopterix | 2013-05-11 | Modders Resource: Yellow Flower Bush (single NIF) Warning: these models are intended for people who already have some experience using the Elderscrolls Construction Set packed with the PC version of Morrowind. These are NIFs ONLY, they do not have any associated Construction... |
| 11798 | Lily | Resources | MMH | 55-14702 | Archeopterix | 2013-05-11 | Modders Resource: Lily (2 flowers, 2 NIFs) Warning: these models are intended for people who already have some experience using the Elderscrolls Construction Set packed with the PC version of Morrowind. These are NIFs ONLY, they do not have any associated Construction Set pl... |
| 11797 | Fern | Resources | MMH | 55-14703 | Archeopterix | 2013-05-11 | Modders Resource: Fern (one NIF) Warning: these models are intended for people who already have some experience using the Elderscrolls Construction Set packed with the PC version of Morrowind. These are NIFs ONLY, they do not have any associated Construction Set plugin (.esp... |
| 11796 | Philodendron | Resources | MMH | 55-14704 | Archeopterix | 2013-05-11 | Modders Resource: Philodendron (4 NIFs) Textures, and a big plant and a smaller plant, make jungles fast with these. ;) Warning: these models are intended for people who already have some experience using the Elderscrolls Construction Set packed with the PC version of Morrowind.... |
| 11795 | Griffon Statue | Resources | MMH | 55-14705 | Archeopterix | 2013-05-11 | Modders Resource: Griffon Statue (single NIF) Warning: these models are intended for people who already have some experience using the Elderscrolls Construction Set packed with the PC version of Morrowind. These are NIFs ONLY, they do not have any associated Construction Set... |
| 11794 | Bridge | Resources | MMH | 55-14706 | Archeopterix | 2013-05-11 | Modders Resource: Bridge (single NIF) Warning: these models are intended for people who already have some experience using the Elderscrolls Construction Set packed with the PC version of Morrowind. These are NIFs ONLY, they do not have any associated Construction Set plugin ... |
| 11793 | Random Wilderness Generator | Resources | MMH | 55-14722 | ItBurn | 2013-05-11 | ***** IMPORTANT ***** This is a TEST plugin, this is NOT the final plugin. The plugin will NOT work well if the view distance is below 3/4 of the bar. The plugin might not work well on slower computers. ***** |

| Id | Name | Category | Site | Link | Author | Date | Description |
|-----------|---|-----------------|-------------|-------------|--|-------------|--|
| 11792 | RTS Land Mesh Pack 1 Roads v1.0 | Resources | MMH | 55-14725 | Redwoodtreesprite | 2013-05-12 | Modder pack of Road Meshes from Dragon's Breech and mightyjoeyoung's Theopolis Roman City mod. Also a retexture set of one of the road mesh sets from Dragon's Breech, meant to match closer the four road meshes by mightyjoeyoung. See readme for more details. All of the meshes are entere... |
| 11791 | RTS Land Mesh Pack 2 Caves and Mountains v1.0 | Resources | MMH | 55-14726 | Redwoodtreesprite | 2013-05-12 | Modder pack of Cave, Mountain and Terrace Meshes from a variety of modders. Organized screenshots of every mesh are included, as well as perspective and size comparison shots. All of the meshes are entered as statics in a modder esp. Nothing is placed ingame. The esp was cleaned with T... |
| 11790 | TES III Unchaleft Modders Resource v0.7.5 | Resources | MMH | 55-14728 | Kodman91 & Dagga & Fringeerman & The_avenger & Morph | 2013-05-12 | Some time ago we at Fantasy Battle Studios decided to make a mod/expansion to Morrowind. So we started up the work. We got pretty far but the mod went to a halt some time ago. Now we are giving other modders the opportunity to finish the mod. But we want you to give the credits ... |
| 11789 | Dwemer Tools | Resources | MMH | 55-14747 | Regan | 2013-05-20 | A pitiful collection of early Milkshape models, might be of use to someone somewhere *shrug*. Please note that these are in .MS3D format, so you'll need Milkshape to convert them to NIF. |
| 11788 | Celestial Lily | Resources | MMH | 55-14748 | Regan | 2013-05-20 | Modelled on a day lily from my garden, this low poly NIF features particle effect pollen (Oooh, how useful!) The particle effect only works if this model is an activator or a container, as a static it doesn't function. As an added problem, if you place multiple copies of this model in the same ce... |
| 11787 | Klinn's Morrowind Clothing Catalog | Resources | MMH | 55-14750 | Klinn | 2013-05-20 | While working on my Morrowind mod in the Construction Set, I found it difficult to remember what the clothing items looked like. Dressing a new NPC was just guesswork. You can't even use the Editor's Preview window since it shows the garments folded up. So I created a reference guide, Klinn... |
| 11786 | Klinn's Morrowind Heads Catalog | Resources | MMH | 55-14751 | Klinn | 2013-05-20 | Although my Clothing Catalog will help you dress NPCs more quickly, what about their choosing their faces? This handy 'Heads Catalog' may save some time by letting you see what all the faces and hair styles look like before selecting the appropriate one for your NPC. RedwoodTreeSprite was go... |
| 11785 | Klinn's Bloodmoon Terrain Catalog | Resources | MMH | 55-14752 | Klinn | 2013-05-20 | Lately I've been landscaping areas of my mod in the style of Morrowind's snowy Solstheim Region as it appears in the Bloodmoon expansion. This is taking longer than it should because I'm always forgetting what each of the rocks or trees look like. I grab the wrong one, then have to erase it and t... |
| 11784 | Klinn's West Gnash Terrain Catalog | Resources | MMH | 55-14753 | Klinn | 2013-05-20 | Catalog pages for Morrowind's West Gash Region. These two pages show the rocks and trees used in that region along with each item's ID code. |
| 11783 | CfC - Curtains for Cottage | Resources | MMH | 55-14768 | Dragan | 2013-06-02 | This mod adds a set of fabrics and lace-curtains. |
| 11782 | TK_Benches | Resources | MMH | 55-14770 | Tommy Khajit | 2013-06-02 | This modders resource contains two benches to add to your plugins. ,TK_Ironbench.nif is a wrought iron and wooden bench ,TK_SwingStand.nif and TK_SwingBench.nif together form a matching porch swing bench. The meshes as set up to take the same X,Y and Z coordinates, mak... |
| 11781 | The Elder Scrolls Treasury Vol. I Edition 3 | Resources | MMH | 55-14776 | Zeph | 2013-06-04 | The official Books, Scrolls and Notes of TES3: Morrowind, its official Plugins and Expansions. The new edition considers Ted Peterson's corrected data of Pelagius' IV reign and gives each text its own reference number. |
| 11780 | RheddHeads Imperial Female | Resources | MMH | 55-14782 | Rhedd | 2013-06-08 | This plugin adds one playable Imperial female head and hairstyle (in three colors). |
| 11779 | Labelled Bottle Resource (Absinthe) | Resources | MMH | 55-14792 | Korana | 2013-06-08 | This is just one of Qarl's lovely bottles, with an alpha enabled label on it. I made Absinthe for someone who wanted it at the ES Forums. Feel free to change the label and/or glass color and use in your own mod. |
| 11778 | Alchemy Lab v0.03a | Resources | MMH | 55-14829 | Dogfish | 2013-06-19 | Adds alchemy ingredient jars for ingredients from Morrowind, Tribunal & Bloodmoon. Also adds jars for ingredients added by mods. A universal sort script that works with any number of mods installed allows placement and retrieval of ingredient. The sort script requires Morrowind Script Exten... |
| 11777 | Common and Nordic House replacer v1.0 | Resources | MMH | 55-14840 | NeilV | 2013-06-29 | [Close to a window] Close to a window This is a retexture of the external houses and accessories of the common and Nordic (not the Bloodmoon ones only Morrowind ones) housing sets. All house textures have been replaced with a grey/black stone effect. All wood textures have been blackened up to look like Tudor blacke... |
| 11776 | N1 Common and Nordic House replacer v1.0 | Resources | MMH | 55-14841 | NeilV | 2013-06-29 | [Common Door] Common Door This is a retexture of the external houses and accessories of the common and Nordic (not the Bloodmoon ones only Morrowind ones) housing sets. All house textures have been replaced with a light brown stone and or brightly coloured plaster. All wood textures have been are a nice r... |
| 11775 | N2 Common and Nordic House Replacer v1.0 | Resources | MMH | 55-14842 | NeilV | 2013-06-29 | [House in Pelagiad] House in Pelagiad This is a retexture of the external houses and accessories of the common and Nordic (not the Bloodmoon ones only Morrowind ones) housing sets. All house textures have been replaced with a grey/black stone and or whitish/grey plaster. All wood textures have been blackened u... |
| 11774 | N3 Common and Nordic House Replacer v1.0 | Resources | MMH | 55-14843 | NeilV | 2013-06-29 | [Pelagiad Tavern] Pelagiad Tavern This is a retexture of the external houses and accessories of the common and Nordic (not the Bloodmoon ones only Morrowind ones) housing sets. All house textures have been replaced with a light brown stone and or creamey coloured plaster. All wood textures have been are a... |
| 11773 | N4 Common and Nordic House Replacer v1.0 | Resources | MMH | 55-14844 | NeilV | 2013-06-29 | [Seyda Neen] Seyda Neen This is a retexture of the external houses and accessories of the common and Nordic (not the Bloodmoon ones only Morrowind ones) housing sets. All house textures have been replaced with a light brown stone. All wood textures have been are a nice rich brown colour. |
| 11772 | NV Imperial Texture Replacer v1.0 | Resources | MMH | 55-14845 | NeilV | 2013-06-29 | [Roof Tile Sample] Roof Tile Sample This is a retexture of the Imperial castle buildings and accessories. All castle textures have been replaced with a light brown stone. All trim now have a brown/stone finish. I have tried to match all the colours and textures together to create a consistent effect... |
| 11771 | MZ Male Shirt Resource | Resources | MMH | 55-14861 | Truthsnark | 2013-07-13 | This resource adds five relatively fancy male shirts to the Construction Set. Four of them are original textures by me, one of them is a leather armor from the Guild Wars game, by request. All textures were done by hand, and they use NioLivs Better Bodies shirt mesh, so it is recommended that the... |
| 11770 | Greybeard's Authentic Clothing - modders resource | Resources | MMH | 55-14866 | Greybeard | 2013-07-14 | Guar and Kwama clothing |
| 11769 | Shed v1 | Resources | MMH | 55-14868 | Greybeard | 2013-07-14 | A Shed |
| 11768 | Better Bodies v2.1 3ds Max4 Source Files | Resources | MMH | 55-14897 | Psychodog Studios | 2013-08-01 | These are the Better Bodies 2.1 3ds Max 4 source files. I am also going to include all the other files that were on that page as additional files, mostly Photoshop PSD files and 2 tutorials. -Spiritawke |
| 11767 | Telvanni Meshes v1.2 | Resources | MMH | 55-14913 | Karpik777 & Jon Satriani & TR Team | 2013-08-11 | [New Emperor's Parasols] New Emperor's Parasols A set of fan-made Telvanni meshes. |
| 11766 | Blood Waterfall | Resources | MMH | 55-14939 | Hjalmar Mill & Kissimurra aka Bajamaja | 2013-08-27 | [Blood waterfall] Blood waterfall This mod contains 3 different blood waterfalls and a blood mist. Feel free to use them in any of your own mods. The waterfalls looks best during darkness and are intended to be used in interiors. I have included an esp adding a waterfall in Balmora, go there and check it out so that you... |

| ID | Name | Category | Site | Link | Author | Date | Description |
|-----------|--|-----------------|-------------|-------------|--|-------------|---|
| 11765 | Djangos Rugs and Tapestries v1.3 | Resources | MMH | 55-14962 | Von Djangos | 2013-09-03 | There are a few rug and tapestry mods out there, but most are either the authors favourite artist, or the old persian rugs for Dunmer and william morris tapestries for the Imperials. Nothing wrong with either of those - but in my mind the Dunmer are more Native American weave, and the... |
| 11764 | Pool v1.0 | Resources | MMH | 55-14971 | Mighty Joe Young | 2013-09-05 | [NIFSkope render] NIFSkope render A modder's resource of a marble pool No readme |
| 11763 | PillowsPlus v1.0 | Resources | MMH | 55-14974 | Truthsnark | 2013-09-05 | this mod adds 40 retextured pillows to the Construction Set: regular bed pillows rounded bolster pillows this mod does not place the pillows into the world for you. You will have to do this yourself with the Construction Set or opening the console and adding them in-game. |
| 11762 | RTS Land Mesh Pack 3 - Land Meshes and Islands | Resources | MMH | 55-14975 | Redwoodtreesprite | 2013-09-05 | Modder pack of flat, somewhat flat and island meshes from a variety of modders. Organized screenshots of every mesh are included, as well as perspective and size comparison shots. All of the meshes are entered as statics in a modder esp. Nothing is placed ingame.... |
| 11761 | T_Landpiece Mesh | Resources | MMH | 55-14977 | Thann | 2013-09-05 | [T_Landpiece mesh] T_Landpiece mesh Modders resource land mesh by Thann. It is OK to retexure, and to convert for use in Oblivion. |
| 11760 | BB2 Bracers | Resources | MMH | 55-14985 | Daduke | 2013-09-11 | different Better Bodies 2 bracer models sets by Daduke Untextured bracer models. The texture maps are included, so you can make your own custom bracers. The bracers use the wrist slots. |
| 11759 | The Art of Morrowind | Resources | MMH | 55-14996 | Heirononymous & The Morrowind Art Team | 2013-09-18 | In January of 1997, four artists locked themselves in a room to lay the foundation for the third chapter in the Elder Scrolls Series. Knowing that the game would be set in the dark and exotic land of Morrowind, they set out to discover what a Dark Elf would Look like. The initial Dark... |
| 11758 | Resources that need to become mods | Resources | MMH | 55-15049 | Alaisiagae | 2013-11-05 | I had a lot of ideas but I'm getting nowhere with actually implementing them. I just don't have the inspiration and enthusiasm I once had. Anyway, I don't want this stuff to go to waste, I want the community to be able to use this stuff if they find it useful. So, this is just a shout-... |
| 11757 | Weather Helper | Resources | MMH | 55-15062 | ashiraniir | 2013-11-29 | [Weather, Clear] Weather, Clear Helper to tweak the Morrowind.ini [weather] section. These images contain the default (+darker nights) colors of the various Morrowind weathers. You can replace squares with your new colors, save as a new file, then grab the RGB values at your leisure to plug into Morrowind.... |
| 11756 | Animated Sarcophagus & Catacomb Set | Resources | MMH | 55-15074 | FlyTSI | 2013-12-04 | The Catacomb pack contains two Animated Sarcophagus's , Dungeon pieces and door . |
| 11755 | Flaming Floor | Resources | MMH | 55-15076 | Lady Eternity | 2013-12-04 | Contains a .nif file for Lady E's Flaming Floor , part of her Particle Mod's set . |
| 11754 | Poisonous Gas Cloud | Resources | MMH | 55-15077 | Lady Eternity | 2013-12-04 | Contains a .nif file of Poison Gas cloud from Lady E's Particle mod resource set . |
| 11753 | Pirate Compilation | Resources | MMH | 55-15097 | Korana | 2013-12-19 | Enclosed is a small treasure trove of random things I had made many years ago for a pirate mod. While working on it, I quit modding. There are various clothes, weapons, and items. Feel free to use them at your own discretion. Many are in an unfinished state. There are no icons, GNDS, et... |
| 11752 | Pirate Galleons | Resources | MMH | 55-15098 | Korana | 2013-12-19 | This is a modders resource, it places no ships in game. There are: galleon (all white sails) galleon, sails furled (all white) galleon, damaged (torn white sails) pirate galleon (white sails and 1 skull sail) pirate galleon, furled (white sails and 1 skull ... |
| 11751 | Santa Claus Clothes | Resources | MMH | 55-15099 | swrdphantom | 2013-12-21 | This mod adds several new clothes based on the popular red and white fur Santa Claus outfit, included are: a Santa Claus coat, a pair of red pants, a pair of red pants that reach only slightly below the knees, a pair of black fur trimmed boots, and a female red and fur trimmed dress. The clothes ... |
| 11750 | Creature Resources (With Krin Meshes Now) v2.0 | Resources | MMH | 55-15112 | AcidBasick, Redwoodtreesprite | 2013-12-30 | [Particle Swords] Particle Swords A selection of animated creatures by AcidBasick. Some are more beta, and others move very smoothly. The Krin has been reported to have animation problems, I believe when attacking, so please playtest that mesh well before releasing in a mod. V2.0 Update: AcidBasick's original upload... |
| 11749 | Elderly NPC Heads Resource Pack | Resources | MMH | 55-15113 | SiriusSnape | 2013-12-30 | This modder's resource pack including the meshes, textures and Photoshop files for elderly versions of every race. The Photoshop files are left in layers, so that facemakers can use the drag-and-drop effects to age progress their own faces. Credits for if you want to add them to plugins: |
| 11748 | Lellie Collection | Resources | MMH | 55-15114 | Kathryn | 2013-12-30 | Lellie the Robot personally approved of this vast collection of female attire. Meshes and Textures for various clothes. |
| 11747 | Flaming Floor | Resources | MMH | 55-15115 | Lady Eternity | 2013-12-30 | [Flaming Floor] Flaming Floor Mesh for a flaming floor. |
| 11746 | Poison Gas Cloud | Resources | MMH | 55-15116 | Lady Eternity | 2013-12-30 | Mesh for a poison gas cloud. |
| 11745 | Minotaur | Resources | MMH | 55-15118 | Lady Eternity | 2013-12-31 | [Minotaur resource] Minotaur resource Minotaur. Created for Misty Mountains, Frozen Maze to guard the entry to the Ice Queen's Lands. Created by Proudfoot and Lady Eternity |
| 11744 | Fabric Wall Screens v1.0 | Resources | MMH | 55-15148 | Craig Whibley (aka Craigor) | 2014-01-09 | This is a mod that adds a bit of colour to the world of wall screens. I used the Guard Screen mesh and added some new fabric patterns with multiple colours. This should liven things up a bit. There are 49 wall screens in all, with different shades and colours, comprised of the following... |
| 11743 | Fereleth's Common Tilesets #1 and #2 | Resources | MMH | 55-15152 | Fereleth | 2014-01-09 | [Fereleth's Common Tilesets #2] Fereleth's Common Tilesets #2 These mods are pretty self-explanatory. They are simply a modder's resource that includes three (3) complete and retextured common tilesets in each set, which I created while working on a personal housing mod. This mod is NOT a texture replacer. Main download is Fereleth's Common Tilesets #1... |
| 11742 | Lurlock's Missing Cave Pieces | Resources | MMH | 55-15153 | Lurlock | 2014-01-09 | Strictly a modder's resource. Fills in the gaps for cave pieces in the Bloodmoon cave set. (And one missing piece in the Bonecave set.) Should fit in seamlessly with the existing in_BM cave and in_bonecave sets. (I also noticed that the in_bonecave_stalXX pieces are missing from the CS, but the m... |
| 11741 | Dwemer Imperial Style Tileset | Resources | MMH | 55-15156 | Scimuse | 2014-01-09 | [Dwemer Imperial Tileset] Dwemer Imperial Tileset A reskin of the Dwemer/dwarven tileset in an imperial flavor |
| 11740 | Savior Female Cuirass | Resources | MMH | 55-15162 | Ashiraniir | 2014-01-12 | [In Game] In Game Some female cuirasses I made a long time ago. May still be a little clipping, depending on what you wear. Can be found ingame very close to the original Savior's Hide. If you want to modify it or whatever, have fun. Modder's resource. |
| 11739 | Groovy Moves for Morrowind Pack Three v1.0 | Resources | MMH | 55-15172 | RX31 | 2014-01-21 | This is a modder's resource and Demo which contains twenty three sets of dance animations and two sets for beasts. The Demo has a Dance Hall or Ball Room to display the animations. Most of the dances you may have already seen or are using from the previous animation packs I've made. I... |
| 11738 | Nameless Hairs I and II | Resources | MMH | 55-15175 | Kalian | 2014-01-23 | [Nameless Hairs II Model 12] Nameless Hairs II Model 12 Adds a lot of female hairstyles. Over 15 types of hairs, you can see some screens in the archive. Due to lots of files, there is no esp, so you must add the hairs yourself. See Readme for 'How To' description. |
| 11737 | TR Splash Screens | Resources | MMH | 55-15189 | Tamriel Rebuilt Team | 2014-02-04 | [Port Telvannis] Port Telvannis Collection of splash screens using Tamriel Rebuilt locales . |

| Id | Name | Category | Site | Link | Author | Date | Description |
|-----------|--|-----------------|-------------|-------------|--|-------------|---|
| 11736 | Birdies | Resources | MMH | 55-15203 | Cait Sith | 2014-03-28 | [chickadee] chickadee This plugin adds 6 birdies: 2 goldfinches, 2 sparrows, a robin and a chickadee. The plugin merely adds the creatures in the object window with default stats, so you won't find anything in game: in fact this is NOT a mod, just a modder's resource!!! If you don't like an i... |
| 11735 | Water Drops | Resources | MMH | 55-15218 | Lady Eternity | 2014-05-22 | [Water Drops] Water Drops One of LadyE's particle and special effects. Three NIF files and textures, no plugin or readme. |
| 11734 | Dark Telvanni Tileset - enhanced by Biont | Resources | MMH | 55-15229 | Biont\, Kivan & possibly others | 2014-07-20 | Better textures for Dark Telvanni Tileset by Kivan (http://mw.modhistory.com/download-70-14380) |
| 11733 | Demi-Gods Masks | Resources | MMH | 55-15239 | Hellwolve | 2014-08-30 | This is an oldie, a treasure saved from the Old Forums. The package contains the following four masks, each a modder's resource: Almalexia's Mask Sotha Sil's Mask Dagoth Ur's Mask Hircine's Mask Check the readme for more details on how to set them up. Al... |
| 11732 | Crystal Egg Icons v1.0 | Resources | MMH | 55-15290 | Drackolus | 2014-11-15 | Unique icons for all of Clavis' beautiful crystal eggs. ONLY the icons. Unzip in the same place you unzip(ped) KEY-crystal eggs 01. Doesn't really require it... but, what's the point if you don't have it? |
| 11731 | Legion Badge | Resources | MMH | 55-15315 | Adul | 2014-12-29 | [Legion Badge] Legion Badge This mod adds a new item to Morrowind called the Legion Officer Badge. The badge has its own unique model and it can be equipped as an amulet. Wearing it counts as having legion uniform on, so as long as you wear your legion badge you may freely choose your character's outfit witho... |
| 11730 | Btb's Better Music System Soundtrack | Resources | MMH | 55-15318 | BtB | 2015-01-20 | There are three main differences between the original Better Music System mod and my edited version of it. The first is that, once the game loads, nothing is customizable (and if you don't know how to read and write code, nothing is), and the mod itself has been stripped down to it... |
| 11729 | Smoother Bodies Max 4.2 Source Files | Resources | MMH | 55-15332 | CDR/Niero | 2015-03-23 | The original 3D Studio Max source files for Smoother Bodies. Includes all texture maps. No README included in the archive. Made with 3D Studio Max 4.2 |
| 11728 | Animating Morrowind with Blender | Resources | MMH | 55-15333 | Arcimaestro Antares | 2015-03-24 | From the introduction of Antares': After countless hours trying to learn how to create new animations for Morrowind, I decided to make a tutorial. Thanks to Amorilia and the other developers of NifSkope and the Blender Nif Script, that export files from Blender to Morrowind. |
| 11727 | Flying Book | Resources | MMH | 55-15343 | dongle | 2015-05-11 | This is a book that flaps it's pages to fly, for use in Morrowind mods. Three versions that either flap in place, or fly in a spiral. Be sure that the animation files (starting with X) are kept with the main files, otherwise they will not fl... |
| 11726 | Alchemy Sorter Modder's Resource | Resources | MMH | 55-15384 | kwshipman | 2015-08-05 | Modder's resource for an alchemy sorter. I included two esp files, one for plain Morrowind (sorter_mw.esp), and one for Morrowind and the expansions (sorter_exp.esp) and two Word files containing the scripts for either. Please change the names of ALL of the scripts and... |
| 11725 | Animal Sounds 1.2.1 | Resources | MMH | 55-15385 | Zaldir | 2015-08-05 | Some animal sounds for use in mods. In total 53 sounds. As of now, it includes: Bear (2) Bee (1) Cat (2) Chicken (1) Cougar (5) Cow (3) Dog (2) Donkey (2) Elephant (3) Frog (1) Goat (2) Horse (2) Jaguar (1) Lamb (1) L... |
| 11724 | Brannoran Architecture Resource Pack 1.2.1 | Resources | MMH | 55-15388 | MuzikMan | 2015-08-05 | A new tile set for modders The various meshes in this package are: br_door1 A somewhat cheesy door. _co_br_dsk A small basic desk. _ex_br_bri_1 A bridge end section. _ex_br_bri_2 A bridge... |
| 11723 | Corpse Death-Pose Sets | Resources | MMH | 55-15389 | unknown | 2015-08-05 | Modder's resource, contains some NIFs which can be used for corpses or injured NPCs. |
| 11722 | Devil Mermaids | Resources | MMH | 55-15391 | Mr. Cherrie | 2015-08-05 | This adds 2 statues of mermaids. But with demon horns... |
| 11721 | City Set | Resources | MMH | 55-15392 | jdooby | 2015-08-05 | Gives modders some new city building models to use in their own mods. Included are: Eleven types of buildings and interiors for most of them, walkways & supports, wall pieces and pillars. For the building that don't have interiors, one could use the common interiors for the interiors if they were... |
| 11720 | Dooby Cliffs | Resources | MMH | 55-15393 | jdooby | 2015-08-05 | Some cliff meshes I made. Doesn't add any to the game world, only as static pieces in the CS. Mainly for TCs or other large projects, as they are basically too damn big for Vvardenfell. If they are too big for your project, just scale them down in the CS. Thanks for reading and have fun! jw_... |
| 11719 | New Trees | Resources | MMH | 55-15394 | jdooby | 2015-08-05 | All this does is give modders some new tree models to use in their own mods. There is no .esp included, so obviously you will have to add them to the game on your own. |
| 11718 | Dooby Taverns | Resources | MMH | 55-15395 | jdooby | 2015-08-05 | Basically just the external mesh of the Bethesda common tavern imported into Max and modified. A few different models placed into the CS as statics. Nothing added to the game world. |
| 11717 | Dracus Tapestry Pack 2 | Resources | MMH | 55-15396 | Frederick Nicholas Zazulka A.K.A. Dracus Dragani | 2015-08-06 | Included in this pack are 24 new tapestries for use in mods. This one is pretty mixed so there's something here for everyone. They range from horror to nature to artistic and more. |
| 11716 | Bookcase Door | Resources | MMH | 55-15399 | Grail | 2015-08-06 | [Opened bookcase door] Opened bookcase door Adds a model created by Starcon 5 (i believe) which is a bookcase with the books already added. my changes were to simply move the axis of the model so that it rotates at the corner rather than the middle. this makes it a swinging door. |
| 11715 | TextureFreak's Land Textures | Resources | MMH | 55-15400 | TextureFreak | 2015-08-06 | This time I added a few land textures. Wich are, road texts stone mosaic cracked stone sand stone dirt grass gravel forrest floor |
| 11714 | Leeloo's Modder's Resource Tapestries | Resources | MMH | 55-15402 | Leeloo | 2015-08-06 | I noticed that there were a few topics springing up on lack of tapestries since the sad fall of euro and TES many great tapestries were lost so I decided to create my own for the sole usage of modders and myself. Ok I went a little with the amount I added lets just say I just couldn't stop once I... |
| 11713 | Nomad's Resource Pack | Resources | MMH | 55-15408 | Nomad | 2015-08-10 | Meshes include: Bushes, grasses and ferns Male and female heads and hairs Trees Wooden keep walls, gates etc. |
| 11712 | TextureFreak's Common Tile Set 01 | Resources | MMH | 55-15412 | TextureFreak | 2015-08-10 | This mod adds a complete new common tileset. The .esp file adds only the models to the editor. You can find the models under Static with the prefix 'In_TF1'. To install simply extract this package into the Data Files folder and load the plugin in the editor and merge it with your working mod for ex... |
| 11711 | TextureFreak's Common Tile Set 02 | Resources | MMH | 55-15413 | TextureFreak | 2015-08-10 | This mod adds a complete new common tileset. The .esp file adds only the models to the editor. You can find the models under Static with the prefix 'In_TF2'. To install simply extract this package into the Data Files folder and load the plugin in the editor and merge it with your working mod for e... |
| 11710 | TextureFreak's Common Tile Set 03 | Resources | MMH | 55-15414 | TextureFreak | 2015-08-10 | This mod adds a complete new common tileset. The .esp file adds only the models to the editor. You can find the models under Static with the prefix 'In_TF3'. To install simply extract this package into the Data Files folder and load the plugin in the editor and merge it with your working mod for e... |
| 11709 | TextureFreak's Dirt Cave Tile Set | Resources | MMH | 55-15415 | TextureFreak | 2015-08-10 | This mod is for modders only. I retextured an entire cave tileset with a new dirt texture. Feel free to use it in any of your own Morrowind mods as long as you credit me for editing the textures and releasing this mod and David Gurrea for providing the base texture. |

| ID | Name | Category | Site | Link | Author | Date | Description |
|-----------|---|-----------------|-------------|-------------|------------------|-------------|---|
| 11708 | TextureFreak's Hlaalu Exterior Desertpack | Resources | MMH | 55-15417 | TextureFreak | 2015-08-10 | This mod includes retextured versions of all the Hlaalu exterior models. They are made to go with my sand textures so the modder will have some desert buildings to work with and create some nice desert landscapes. |
| 11707 | TextureFreak's Ore Cave Tile Set | Resources | MMH | 55-15418 | TextureFreak | 2015-08-10 | This mod adds a complete retextured cave tileset. I tried to make the cave walls look more detailed with nice ore like veins and a more typical rock structure. Who knows, maybe in such a mine one could find a rich supply of gold? |
| 11706 | Zyndaar's Modular Common Set | Resources | MMH | 55-15420 | Zyndaar | 2015-08-10 | This plugin is made as a modders Resource and adds nothing to game play. What it does is add 5 sets of meshes designed to allow free form construction of exterior buildings using the common style mesh design. The original texture scheme was kept for one set and four other textures... |
| 11705 | Morrowind Interactive Map | Resources | MMH | 55-15436 | Unknown | 2015-11-15 | The Morrowind Interactive Map is a great application, aimed for guiding and advising you in the development of Scrolls III game: Morrowind, since it will help you to keep a registry of the trips and paths your character has taken in the game. This tool significantly increases the game play a... |
| 11704 | Morrowind Interactive Map | Resources | MMH | 55-15437 | Unknown | 2015-11-15 | The Morrowind Interactive Map is a great application, aimed for guiding and advising you in the development of Scrolls III game: Morrowind, since it will help you to keep a registry of the trips and paths your character has taken in the game. This tool significantly increases the game play ... |
| 11703 | Wrye Mash Icons | Resources | MMH | 55-15458 | Bruno13069 | 2016-02-22 | Original Icons Being partially colorblind, I had a LOT of troubles trying to interpret the icons of the Wrye Mash utility. As Abot, the creator of Wrye Mash, has granted permission to alter them, I have. Brighter, bolder, and easier to understand with letters to help identify each color. To use, just ... |
| 11702 | Mireille Hair | Resources | MMH | 55-15481 | Mandamus | 2016-07-30 | called like that because the look reminds me of French actress Mireille d'Arc Textures and meshes by myself except for the ears by Rhedd and Gorg |
| 11701 | Mandamus Pixie Hair | Resources | MMH | 55-15482 | Mandamus | 2016-07-30 | Meshes + textures for a wood elf female haircut Could be easily assigned to other races by replacing the ears with other ones. No esp. Textures still in tga 2048*2048, not in a releasable state meshes and tex for the hair made from scratch by Ma... |
| 11700 | Ship to Skaal Village | Resources | MMH | 55-15520 | Unknown | 2017-07-30 | DESCRIPTION: Bloodmoon mod - Adds a ship to the northern shore of the village of Skaal that can take you to Fort Frostmoth + the same in reverse. Expand the .ZIP (if you're reading this, chances are you already have done that), Copy files to the Data Files... |
| 11699 | Boatmaster | Resources | MMH | 55-15521 | fleck1974 | 2017-07-30 | The Elder Scrolls III MORROWIND: The Boatmaster By fleck1974 |
| 11698 | Cobwebs | Resources | MMH | 55-15535 | James Frase | 2017-07-30 | Cobwebs By James Fraser Requires Morrowind.esm only Description: This mod changes all the cobwebs in Morrowind into usable ingredients. Now you can collect the webs and spiders and keep them for use in alchemy. This mod assumes your character has the experience and common se... |
| 11697 | Deus Ex Machina Patch 1.2 | Resources | MMH | 55-15540 | Trainwiz | 2017-07-30 | No readme. Just the title to go by. |
| 11696 | Deus Ex Machina Walkthrough | Resources | MMH | 55-15541 | Trainwiz | 2017-07-30 | Text file for DEM walkthrough. |
| 11695 | GSP | Resources | MMH | 55-15559 | Unknown | 2017-08-19 | splash screens. |
| 11694 | Dunmer Saint's Tapestries | Resources | MMH | 55-15610 | dietbob196045 | 2018-04-19 | Tapestry set depicting the Dunmer Saint's Modders resource includes an ESP showing the tapestries in a cell. which of course will also add them to your static items, just delete the cell when you want Enjoy Dietbob196045 |
| 11693 | Tamriel Rebuilt Splashpack (Summer 2012) | Resources | MMH | 55-15615 | Tamriel Rebuilt | 2018-04-27 | Features updated images and some new locations not featured in the other download. Also has the Tamriel Rebuilt logo in the bottom corner. |
| 11692 | Bob's Bones | Resources | MMH | 55-15621 | dietbob196045 | 2018-06-12 | Damn it Jim I'm a doctor not a necromancer I got tired of looking around for skeleton parts, so I dissected the Vanilla Skeleton This is a resource that adds the pieces of the skeleton Misc Items of the skeleton parts with Inventory Icons (if you don't like the boxes around... |
| 11691 | Kothringi | Resources | MMH | 55-15639 | dietbob196045 | 2018-07-20 | [Mr and Mrs Kothringi] Mr and Mrs Kothringi Modders resource REQUIRES Better Bodies 2.0 or newer It was not intended as a race mod I needed a member of each race past and present for a larger quest mod I am working on. I am still playing around with some different heads and bodies and intend on updating this in the near fu... |
| 11690 | Unique Robe Collection | Resources | MMH | 55-15648 | dietbob196045 | 2018-08-03 | A collection of 8 re-textured robes nothing special, just something I did to pass the time Read the READ IT file no objects added to game, ESP adds body parts and clothing cleaned and packaged if you have any questions or concerns, suggestions or requests lo... |
| 11689 | Beds R Us Bed Linens | Resources | MMH | 55-15652 | Dietbob196045 | 2018-08-06 | V2.0 Adds 21 more bed linen varieties and 22 pillow's (11 small square and large) Replaces V1.0 please read the read it file for more information Hope you all like it Enjoy Dietbob |
| 11688 | Barrels V1.0 | Resources | MMH | 55-15656 | Dietbob196045 | 2018-08-07 | Modders resource Read the READ ME PLEASE file provided A re-texture of the Common Barrels (ID contain barrel_01 and contain barre10) Nothing added to game, the ESP only adds the items to the container menu, listed as (dietbob_xxxxxx) barrels of different color all wo... |
| 11687 | Morrowind Dialog Explorer | Resources | MMH | 55-15662 | Sophie Kirschner | 2018-08-19 | Morrowind Dialog Explorer Morrowind Dialog Explorer is a mod tool which allows you to search and explore Morrowind's dialog topics and responses. You can learn more about MWDE at https://pineapplemachine.com/files/mwde MWDE is open source on GitHub... |
| 11686 | Morrowind Dialog Explorer | Resources | MMH | 55-15663 | Sophie Kirschner | 2018-08-21 | Morrowind Dialog Explorer Morrowind Dialog Explorer is a mod tool which allows you to search and explore Morrowind's dialog topics and responses. You can learn more about MWDE at https://pineapplemachine.com/files/mwde MWDE is open so... |
| 11685 | Beds_R_US Bed Linens Imperial Legion | Resources | MMH | 55-15665 | dietbob196045 | 2018-08-29 | This is an independent addition to the Beds_R_US bed Linens Only Morrowind Required It adds 8 Legion bunks to the Construction Set Fort Darius, Hawkmoth, Moonmoth, Frostmoth, Buckmoth, Firemoth, Pelagiad and Wolverine Hall nothing added in game, CS only for ease... |